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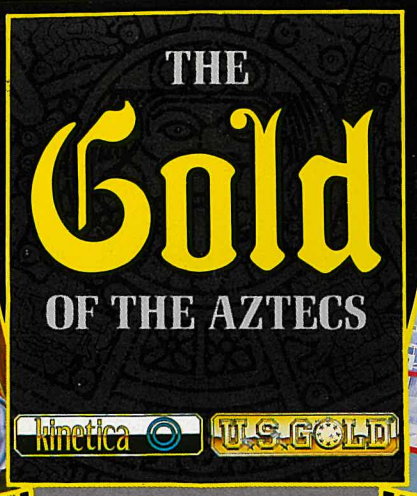

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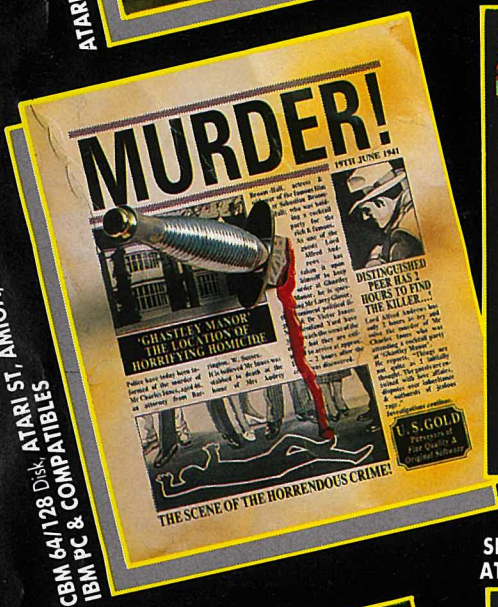
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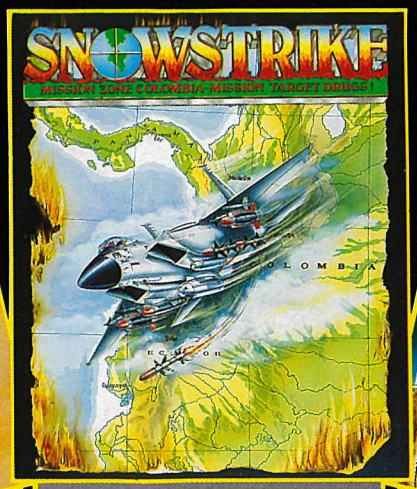

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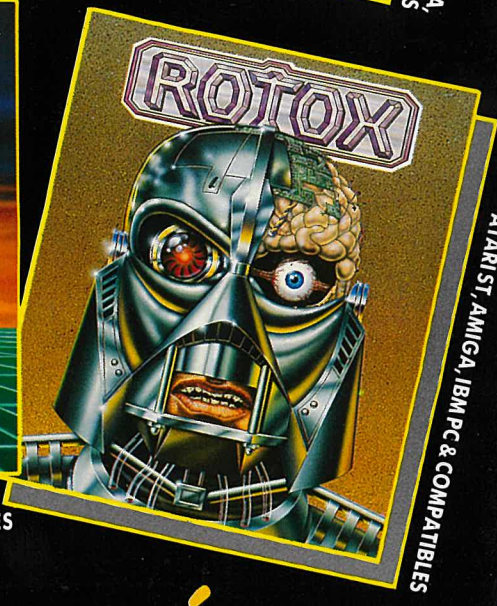
ATARI ST, AMIGA, IBM PC & COMPATIBLES

CBM 64/128 Disk, ATARI ST, AMIGA, IBM PC & COMPATIBLES

CBM 64/128 Cassette & Disk, AMSTRAD Cassette & Disk, SPECTRUM 48/128K Cassette, ATARI ST, AMIGA

ATARI ST, AMIGA, IBM PC & COMPATIBLES



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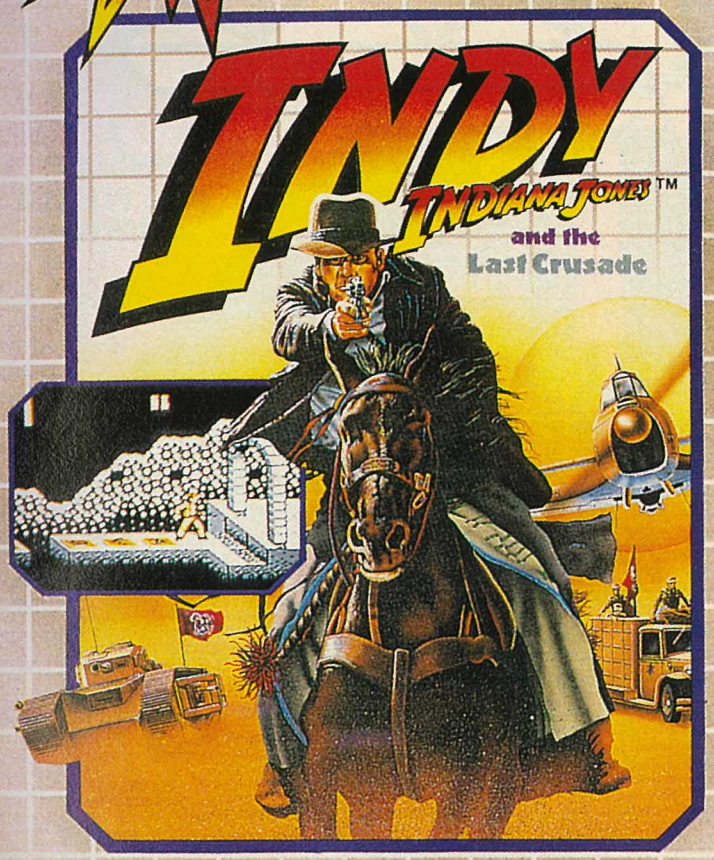

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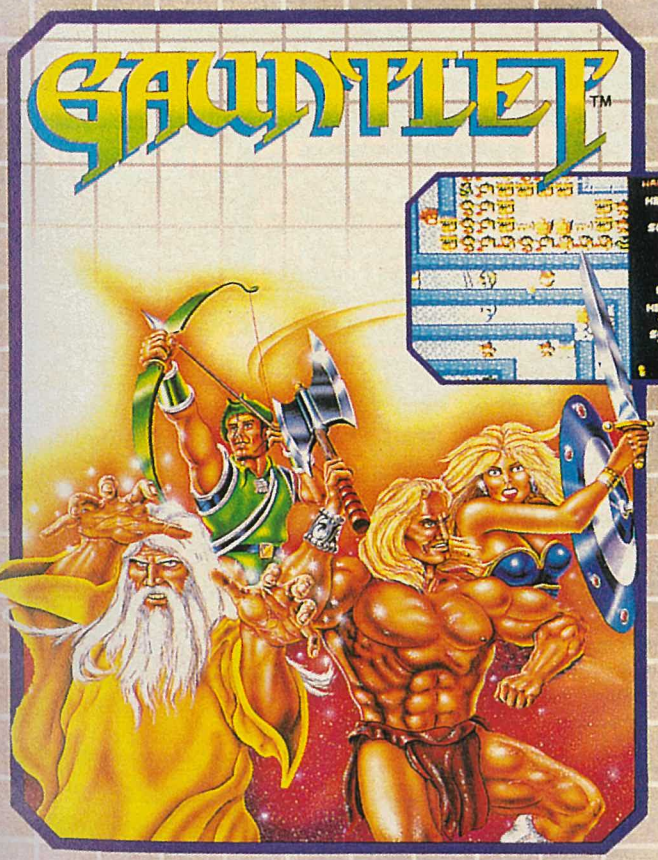

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B.A.T

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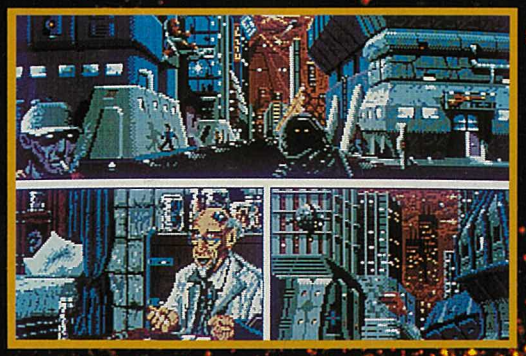
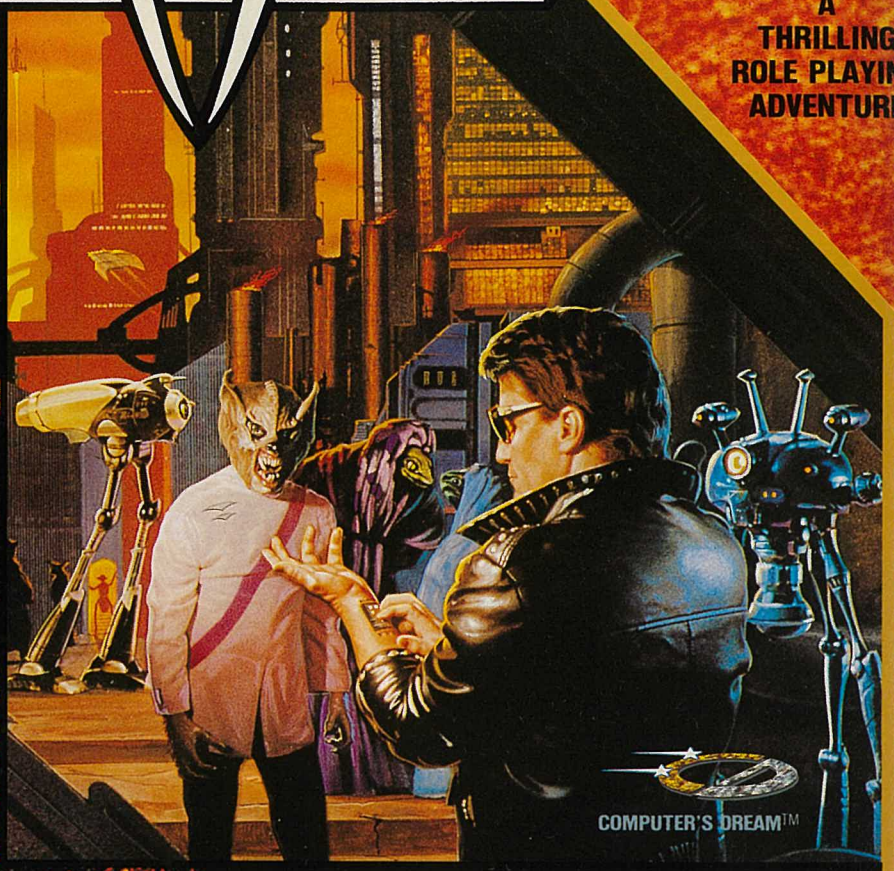
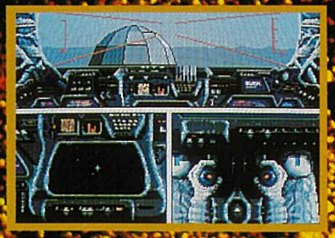
EARTH, 22nd century.

You are about to embark on an exciting and dangerous adventure. The Bureau of Astral Troubleshooters has selected you as their special agent.
Your mission : to find and destroy Vrangor, the evil genius who is threatening the people of the planet Selenia.



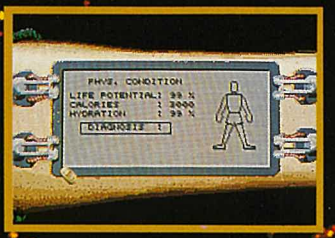


Player interaction gives you the chance not only to participate in the lives of other characters, but to be plunged into the actual city of Terrapolis.



Pilot the DRAG, a genuine flight simulator shown in 3D.

Learn how to use B.O.B., the programmable computer implanted in your arm.



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Welcome back to another fine & fun filled year of games, consols, high tech, previews, reviews & easy as pie giveaways. With special thanks to the Walt Disney Company for our Arachnophobic cover, and for our terrific Ducktales centre spread, we hope you'll all send in for our Ducktales software prizes — see competition page 27. Are the fingers twitching, ready to hit the old keyboards or new joysticks received over the festive season? Can you believe it's February already? January just flew by — missed us here at Megazone completely, so apologies to our devoted readers for that small gap in issues. Subscribers will of course receive a total of 12 issues of Megazone news & updates.

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NEWZONE

STOP PRESS
STOP PRESS
STOP PRESS

Sega announce the Sega PC!

Yes, the ultimate games machine was unveiled in America recently — full IBM AT computer with a Mega Drive built in as well.

In an announcement that has stunned the computer and video games industry, Sega have signed joint venture with non other than IBM themselves and have produced a super powerful new unit yet to be named.

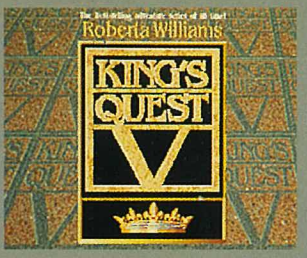
Featuring 640K RAM, a 3.5″ disk drive, built in CGA, EGA and VGA graphic cards, built in RF modulator, stereo sounds, remote control AT keyboard, built in 16 BIT Mega Drive, 20 megabyte and 40 megabyte hard disk versions.

The design of this new machine is outstanding, looking more like a hi-fi component than a computer, the new machine can be rack mounted into a hi-fi system. With such high resolution graphic capabilities, it will become the game player's ultimate dream, playing not only all Mega Drive games but also all IBM disk based games. Memory can be expanded to one megabyte and even better the whole system can be connected up to the soon to be completed CD-I laser disk system. This will enable games recorded on compact disk to be played through the system either as Mega Drive games or as IBM based games.

Sega do not see themselves competing against the likes of Amstrad and Commodore with their IBM compatibles, but when you can purchase a new machine, with a computer actually made by IBM built in plus the latest 16 BIT Mega Drive also included, it will become an overnight sensation.

Pricing is yet to be finalised, with a release date in Australia most likely during the second half of 1991.

The Sega research and development machine keeps on leading the market. This new games machine will have the broadest range of games of any unit on the market, plus can be used for word processing, homework and business. We have even seen a Sega colour monitor on show, now you can really build up a phenomenal Sega system — the monitor will work on all Sega consoles as well as the new PC product.



KING'S QUEST V

(SIERRA)

Sierra present chapter five in the thrilling King's Quest adventure saga. Brave King Graham is back in the biggest and best adventure game yet. King's Quest V is also the BIGGEST game ever created, weighing in at over 10 megabytes!! Drama, excitement and adventure with hours of digitised speech and brilliant 256 colour VGA graphics, superior animation and yet another breathtaking original soundtrack!!!

DUCK TALES

(DISNEY)

Is a pulse pounding action adventure full of excitement and challenge!! In six different games, you'll search for the world's rarest treasures in a variety of exotic places . . .

Flintheart Glomgold has issued a challenge to Scrooge McDuck for the title of "Duck of the Year". Now Scrooge, Launchpad and the nephews travel to such exotic places as Beri Basin, Okeefadoki Swamp and Whatsamatterhorn in a race against Glomgold to collect the most treasures. The winner must survive flights through lightning storms, dangerous mountain climbs, dark caves full of evil menaces and treacherous jungle safaris to attain the most riches and appear on the cover of Dime Magazine.

Seek riches in the mummy-infested caves of Ali Baba in Arabia; Photograph the wild Sausage Lynx and Dolly Llama on the Photo Safari in Duckburg Island; Dodge coconut-weilding monkeys as you swing from vines in the jungles of the Okeefadoki Swamp; Perform spectacular stunts and crashes in Launchpad's aeroplane!!!

Complete with sound effects and Disney quality graphics and animation.

ELVIRA

(ACCOLADE)

Elvira needs you — bad!! Help her battle ghoulish warriors in furious, hand to hand combat and find six keys to unlock a secret chest! Use your spell book to mix evil spirits!! Horror-movie realism in an enormous castle! Would you expect anything less from the one and only *Mistress of the Dark*??!

MEGA 10
UP & COMING TITLES

WRATH OF THE DEMON
(READYSOFT)

This is sure to be one of this year's hottest graphic adventures. You are on a quest to rid the kingdom of an evil Demon and his minion, rescue the princess and restore honour to your King. Your quest will lead you through caves, swamps, temples and castles before reaching your ultimate challenge — the Demon himself.

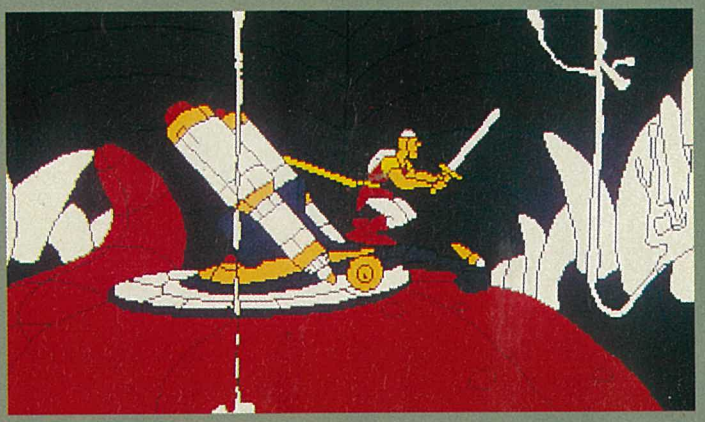
More than 100x different monsters; More than 100x colours on screen; 60 Frames/Sec; 20x movements available for the hero; More than 550x screens of action; More than 1,200 frames of animation; More than 2Mb of graphics; Stereo Hi-Fi music; More than 140k of music and sound effects in each scene; Save game option; and much, much more!!

TEST DRIVE III – THE PASSION
(ACCOLADE)

Test Drive III: The Passion makes the passion of driving fast and exotic cars a fantastic reality, and is ready to blow the wheels off any driving simulation in the market, with the most expensive and exclusive exotic sports car in the world.

Features:

- The best roads
- Brilliant new features such as snow, rain, day or night driving, headlights, wipers and instant replay.
- Unmatched realism.
- Latest computer technology.



DRAGONS LAIR 2 TIME WARP

TEENAGE MUTANT NINJA COLOURING BOOK
(MERIT)

At last a ''Teenage Mutant Ninja Turtles'' computer game with real ''meat'' on the bone!!

This fantastic product will allow you to create, paint and print the ''Ninja Turtles''!!

The ''Teenage Mutant Ninja Turtles'' Computer Colouring Book features 30x Ninja Turtle pictures to colour; Educational descriptions of each stop on the Turtles' World Tour; Easy to use controls; Prints custom banners, calendars, pictures and personalised stories.

Colour each picture again and again.

EPIC
(OCEAN)

Epic is one heck of a space extravaganza!! The sun is dying and a supernova is imminent. The federation council has decreed the immediate evacuation of our planet, to the distant planet of Ulysses 7, on the far side of the Rexxon Empire.

A legend was about to be born, a new, one man starfighter, with awesome power and destruction, would cause havoc among the enemy. The legend would be known as *Epic*.

DRAGON'S LAIR 2: TIMEWARP
(READYSOFT)

From the producers of Dragon's Lair, ReadySoft have gone faster and further. The scenario is that Dirk and Daphne are married and have kids. The evil wizard Mordoc kidnaps Daphne and tries to enslave her by putting a magical ring on her finger. Dirk, trying to save Daphne and being chased by his mother-in-law, stumbles on a time machine and ends up in a few different times before meeting up with Mordoc. Dirk must save Daphne before Mordoc puts the ring on Daphne's finger and enslaves her forever.

Be the first to play the all new Don Bluth animated adventure!! Dragon's Lair II: Timewarp features full screen animation and digitised sound with more scenes than any previous animated adventure.

HARD DRIVIN' II
(DOMARK)

First there was Hard Drivin', now put on your helmet and buckle up for Hard Drivin' II — the sequel.

Get ready... Go! Clock up the revs to build up speed — you'll have to work hard to master the challenges set for you in the four thrilling new circuits which include both speed and stunt tracts.

You're racing for real in Hard Drivin' II. A new and much requested feature is the specially designed Track Editor which allows you to redesign the course. Reposition the various street elements and objects to create the track of your choice including all your favourite stunts. Once you've done the building, sit back and look at a generated view of the track you've just constructed. If any changes need to be made, now's the time!!

ROBOCOP II
(OCEAN)

The city is imminently due to be sold to the corrupt OCP and is falling apart, whilst a fearsome new drug dealer is overrunning the community. Crime runs rampant and a newer, deadlier version of inhuman law enforcement has risen to destroy the city!!

The city's last hope is that the original Robocop can put it all to rights again, and clean up the city once and for all!!

HIGH TECH

CYBERSPACE

virtual reality

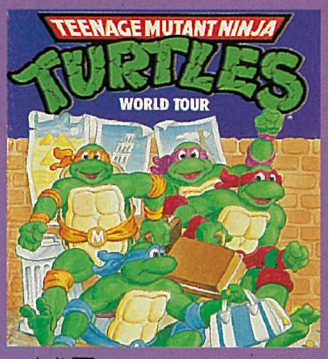
KOEI, MERIT & HI TEC

The three companies have little in common, however, they all have just signed exclusive distribution contracts with the Australian distributor Questor Pty Ltd.

All three companies have quite specialised ranges and through Questor, Australians and New Zealanders will see some extraordinary product.

Koei is a Japanese company which has built a solid base of high end role playing and strategic games. Such titles as "Genghis Khan", & "Romance of the Three Kingdoms" have become the top sellers in software throughout Japan. The product is typically involved with large manuals, historical information and maps. Each game can have several hundred unique characters. If you have ever enjoyed adventures, role playing, military battles, then the Koei range of titles is right up your alley!!

Merit, an American company which has a strong diverse range of product like "Moon Base", a Simcity in space right down to Sesame Street educational product. In fact Merit is launching a fantastic Ninja Turtles colouring book allowing creation and printing of Ninja Turtles characters — 30x in all!!



Hi-Tec are the UK Licensee for Hanna Barbera products and their range includes titles such as "Atom Ant", "Yogi Bear", "Spy vs Spy" — top quality product for many young children at an affordable price.

It's raining outside and the tennis court is closed — you put on your Cyberspace goggles and start up Cyberspace. Your living room becomes a tennis court, you serve narrowly missing the chandelier, but you couldn't see it because it doesn't appear in Cyberspace — the ball is fired back by your opponent, you leap to the left but fall over the coffee table.

Cyberspace is the next generation of reality games, where a full 3D image of a screen takes over all other images — you can now be anywhere within your own house and be somewhere else.

Cyberspace is being developed by a US company Autodesk, who developed Auto CAD. This system is several years away from domestic consumer use, but it is actually working now. Cyberspace operates on a 25 and 33 Mega Hertz 32-Bit 80386 P.C., which is one of the fastest systems available.

The system will be software with related hardware sensors. Although it will require processors in advance of consoles, it is likely P.C.s and Amigas of the future will have no trouble running it.

Cyberspace is based upon use of goggles and gloves etc to take over the sight and movements of the user.

It releases the user from the current reality and places them into another virtual reality. There are no limitations, the system could take you anywhere and anytime — the possibilities are truly endless.

VIRUSES, THEY'RE OUT TO GET YOU!!

A computer virus is a small program inserted into a larger "carrying" program. It is a program which self duplicates and so carries out the functions it was designed to do These programs are created by destructive hackers, pirates and computer buffs who get their kicks from destroying your computer system.

If you follow some simple rules you can stay protected.

1. Don't use pirated software.
2. Get your hands on a virus killer from a public domain library, and
3. Never insert a write enabled disk.

If your floppy disk has its protection notch, then it cannot be written onto.

Here's some key virusi to look out for; "Parasite" & "Zombie". Both of these will suck the life out of your program. It will duplicate across to anything that it contacts, the "Zombie" usually attacks the start-up sequence.

"Doppelganger" has a nice European ring to it, but is not nice at all. It will replace all original codes with its own and place the original code elsewhere with no file name. It will actually allow you to start your game up, but enjoy it because you might not find it again.

Finally, my favourite, the Trojan Horse. Not a lot are around luckily! They are quite tricky to implement — but are very nasty when done so.

The Trojan Horse will sit unnoticed until used several times and possibly by several people — a time-bomb in the waiting.

If you are willing to swap disks or use pirated copies then you should be willing to take the risks.

NINTENDO HELPS THE HANDI-CAPPED

In the United States, Nintendo has developed a joystick system which allows handicapped people to play NES games. The Joystick itself has adjustable Velcro straps, variable joystick shafts and chin rest. It can be controlled by the chin or simply by blowing air in and out of the "Sip and Puff" tube.

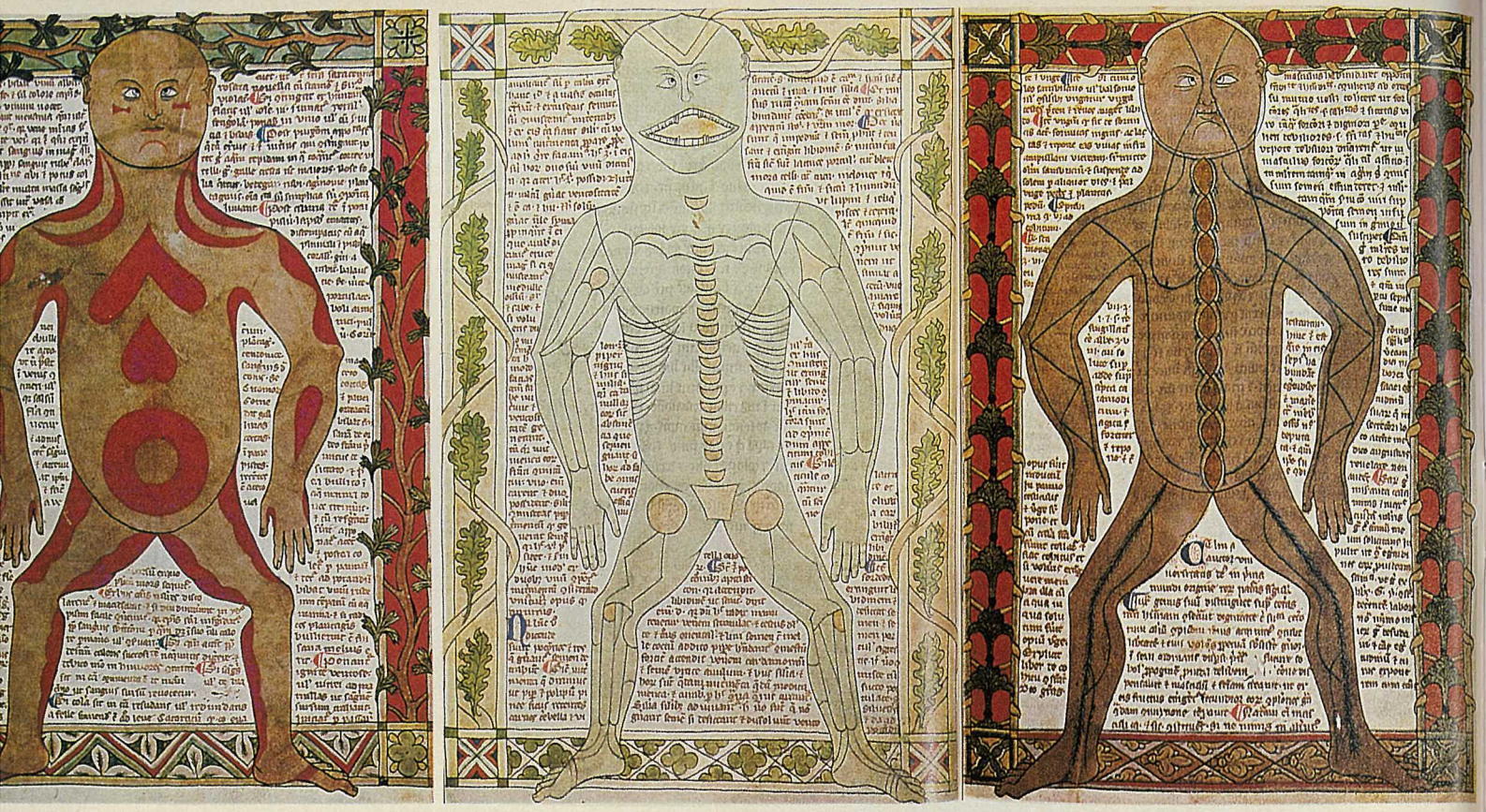
It's a well designed and lightweight joystick, it would be great to see something similar down-under.

LAZER SCOPE

Konami has leaped ahead by using their heads. Lazer Scope is a headband gun with snug fitting components and is controlled by natural movement of the head, complete with a scope placed in front of the face.

Simply line up the cross hairs upon your designated target and shout "Fire". No trigger, as it is operated by voice control. The helmet also allows for stereo sound to be fed back to the player. the sound can be controlled in volume, stereo or mono. The voice activated gun can also be switched in line with a single shot gun or machine gun action.

Currently there is only a few games compatible with the Lazer Scope and unfortunately none of them are available in Australia, so let's hope that some of this technology will stretch its way across to Australia.



Commun

To all our faithful and active readers, MegaZone would like to thank the hundreds of people who responded to our pleas for a computer game reviewer. This position has now been filled by someone who the MegaZone crew are sure you are going to love!!

MEGAZONE Communications
Postal Box 9,
Rosebery
N.S.W. 2018

Hi MegaZone!
I've just bought my first issue of your excellent magazine, but can you please add a few more pages to your future issues, and when you review a game, put the price of the game. Keep up the good work!!
Michael Castle
Victoria.

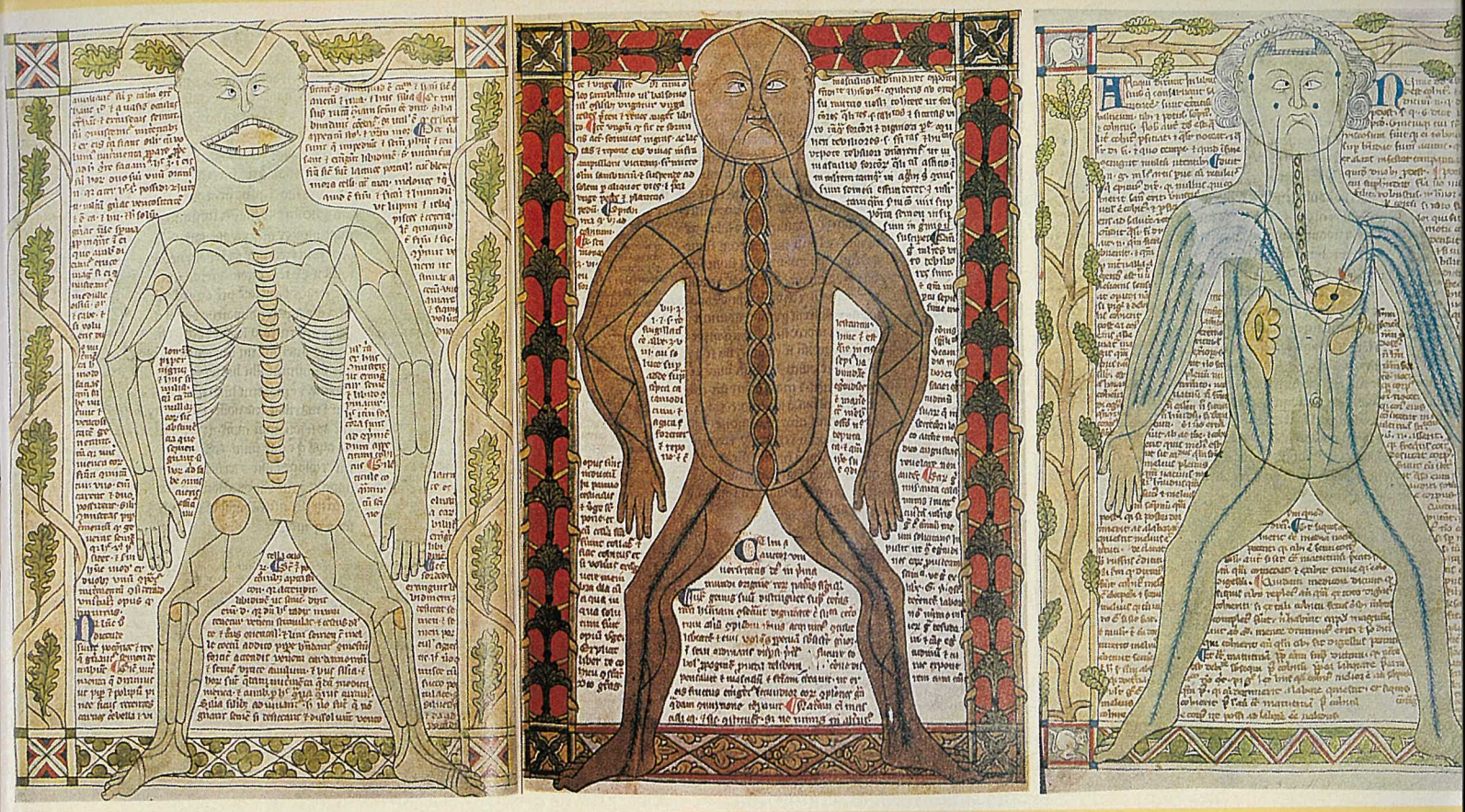
Dear Michael,
The more of your friends that buy MegaZone, the more pages we will put in. Spread the news!!!
Ed.

Dear MegaZone,
Just thought I'd congratulate you on a great mag — could you please include in your next issue some information on software viruses — the most popular (harmful) ones, and ways to prevent catching one.
Daniel Smith
Heathcote
Dear Daniel,
Your wish is our command — you should find some interesting information on software viruses in this very issue!!! Happy reading.
Ed.

Dear MegaZone,
I buy your magazine every month and enjoy reading about the different programs that you review. I own a PC compatible computer with VGA and a Sound Blaster card. I love the new games that have sound card music support and would appreciate it if you could mention if a game supported a sound card when the reviews are done.
Victoria Crawford
South Australia
The MS DOS side of our review section will grow. I think that you will find that the majority of MS DOS games launched next year will support the cards. Suppliers like Microprose and Sierra always program for that sound capability.
Ed.

Dear MegaZone,
I'd firstly like to congratulate you for your great magazine, secondly, I'd be pleased if you could tell me whether the Australian MegaDrive can run Japanese, UK or US Calias Genesis MegaDrive cartridges. Also, if the Australian MegaDrive is unable to run Japanese cartridges could I buy a cartridge converter to run them — or vice versa?
Alan Fong
NSW

Dear Alan,
The Sega Man himself told me "Yes", the UK, Japanese and US Sega cartridges can be used on the MegaDrive.
Ed.

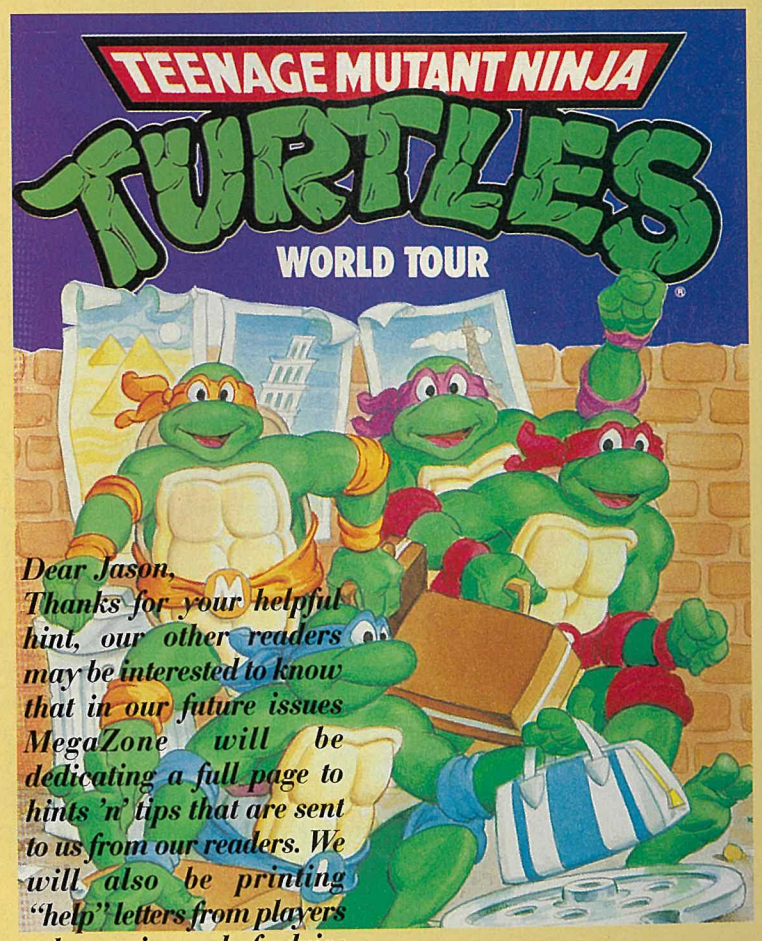


i c a t i o n

Hi MegaZone,
I've just brought my 3rd issue — I especially liked the Sega MegaDrive story. I have been wanting on that information for some time. I have just bought a Nintendo Gameboy, but I can only find 5x game cartridges. Could you please tell me if there are any other cartridges and where I could buy them from.
Daniel Price
Moe

The GameBoy is a great little machine, I actually have one myself. There are many GameBoy titles available overseas which will become more readily available in Australia within coming months.
Ed.

Dear MegaZone,
I've just found out a cheat for Teenage Mutant Ninja Turtles! First you must get to Area 2 (THE DAM). Get past all the meanies and then as you go up onto the roof of the DAM quickly save the game by pressing Control S. Next, you jump into the DAM, but don't worry if you lose a few turtles because when you reload the game you will find that you have passed the water stage and moved onto Area 3 (THE CITY) with all the Ninja Turtles energy before they jumped into the water, even dead turtles will come back to life — providing that they were not dead before they jumped into the water!!
Jason Lee
(A Big Fan)



Dear Jason,
Thanks for your helpful hint, our other readers may be interested to know that in our future issues MegaZone will be dedicating a full page to hints 'n' tips that are sent to us from our readers. We will also be printing "help" letters from players who are in need of advice from other readers when they have found themselves to be "stuck" with a particular game. So stay tuned!
Ed.

ARACHNOPHOBIA

The last word in suspense.

© Hollywood/Amblin

A quick chill runs up your spine, your hair stands on end and you break out in a cold sweat, well guys and gals this is *Arachniphobia*.

The actual word arachniphobia is derived from a Greek word "Arachne" meaning spider and "phobia" meaning fear. People can fear spiders for various reasons and can react differently to colour, size, movement etc . . . People who suffer from arachniphobia can never really escape our hairy little friends, quite often spiders will haunt their dreams and live in their houses.

In actual fact there is only an approximate 1% of all spider species that is dangerous for man and many of the most venomous live hidden like the Funnel Web spider.

Arachniphobia is something which we have all had to cope with at some time in our lives. The cure is said to be in familiarising oneself with spiders, looking at books, pictures and actually touching them. MegaZone's cure is firstly to see the movie (it's a Spielberg and Marshall extravaganza!!), the second thing to do is grab the Disney computer game and really have some fun — "It's pay back time!!".

The movie story is set in Canaima California, a small friendly village in which Dr. Ross Jennings and his wife Molly thought would be a perfect spot to raise their kids. It was a perfect spot nestled between rolling green hills and rocky cliffs overlooking the Pacific Ocean. Well, almost perfect, they had a very unfriendly guest living in their barn.

For the movie, Hollywood's best known bug expert Steven Kutcher was called in. He ran extensive casting for spiders, carefully searching for the spider who could run, jump, spin webs and look generally mean and nasty. The movie spider was casted: A Delena spider found in New Zealand. Even though this particular species is an easy going Kiwi spider, his acting skills quickly turned him into an unfriendly spider!!!!

The *Star* is an Amazonian Bird eating Tarantula — who is real Rambo of spiders. Big, mean, ugly and slightly dangerous. The Kiwi spiders were fine and harmless, unlike the tarantula who came with a very nasty bite!!

In some of the scenes there is up to 200 spiders who were controlled by "spider wranglers" who had various means of controlling their characters. For instance tiny vibrating wires, invisible to the camera, were set up. Basically like a farm with fences controlling stock!

The majority of the movie spots were with real actors and real spiders. However, Chris Walas who specialises in creature effects on movies like "Gremlins", "The Fly", created a sophisticated mechanical tarantula which was used in the more tricky scenes.

The opening scenes were shot in a remote rain forest in Venezuela. The whole exercise of gaining this footage was a tremendous feat. A C-130 transport plane, boats and helicopters were all used to reach the remote island where all the production shooting was done. The island was so remote that access to some of the best shooting spots was impossible. In the end, a huge rain forest was created within one of the largest sound stages at Hollywood.

Slightly off the subject, but for the benefit of Steven Spielberg movie buffs, here's a quick run-down on the man.

He has directed and/or produced 7 of the top 20 highest grossing films of all time. He was raised in Phoenix Arizona and made his first movie at the age of 13. In 1974 he made his first feature motion picture and directing debut with "The Sugarlane Express". Following this he directed "Jaws" and "Close Encounters of the Third Kind". The release of movies since then have read like a "Who's Who list".

"Arachniphobia" has to be the perfect theme for a computer game. Disney, as with everything they do, have created a highly entertaining game. Just think about leaving the movie with your skin crawling and being able to load up the game and really take control of the spiders. A face to face battle with the Amazonia Tarantula, he's out to get you, he's not happy and he's really hungry!!!

The small piece of the "Arachniphobia" computer game that the MegaZone crew have seen, is highly addictive and is definitely spine chilling action. The horrible thing about spiders is that they can be anywhere and everywhere!!

Have you checked under your seat lately???

Spielberg has produced a movie which will surely be ranked high amongst his other classics such as "Jaws" — we hope you enjoy the game and movie as much as we did.

© THE WALT DISNEY COMPANY

BETRAYAL

Your Father's been murdered,
Your Peasants are in revolt
and your wife's run off with your best friend - the Kings' brother.

Quite possibly the best news you've had for some time!

Betrayal.
From Rainbird.
A web of intricate possibilities - but fair play isn't one of them.

MASTERS OF STRATEGY

For this brand spanking new, very first edition of Megazone for 1991, we decided to approach some of the top supply houses in the US and the UK to see if they could divulge some of their plans and secrets for the computer entertainment industry in Australia for 1991. Those of you who haven't as yet invested in some hardware had better start giving the idea some serious consideration because ... whew!! ... what these guys have in store for us is, quite frankly, incredible and exciting!

So, who's doing what??? Here's what we found out ...

ACCOLADE – US

1991 will be a noteable year of expansion for Accolade. While continuing its leadership in the area of entertainment software for personal computers, Accolade will also continue to expand its presence in the game console arena, including the development of video games for the Sega, Genesis, the NEC TurboGrafx, the Nintendo Entertainment System and the Gameboy hand-held system.

On the computer side, Accolade's taking the right step into 1991 with two fantastic releases – Test Drive III: Passion, and Elvira: Mistress of the Dark. These, Accolade promises, will be followed closely by offerings in the leading categories of sports and simulation, adventure and strategy. Keep your ears to the door ...

OCEAN – UK

First up, the titles line-up for 1991 is as follows:

Terminator 2
The Simpsons
Dark Man
F29 Retaliator II
Wizball II
Sim Earth
Navy Seals
Toki

On a technological side, Ocean plan to launch very heavily into Cartridges, with the possibility of also developing Amiga Cartridges.

Like Accolade, Ocean also plan to launch a few of its hotter titles, such as Robocop II, Batman and Rainbow Island for the Gameboy and NES Nintendo.

SIERRA – US

Come on guys, everyone who's anyone knows about Sierra's terrific launch into the CD-ROM arena, with the very first release being for King's Quest V in the first quarter of 1991. After that, we're convinced the sky's the limit for Sierra during 1991! Other great new releases include Space Quest IV and Red Baron!!

1991

US GOLD – UK

Rumour has it that US Gold have won the rights for what will no doubt be one of the biggest sensations of 1991 – The Godfather Part III. We'll keep you well and truly informed ...

LUCAS FILM – US

The biggest and most exciting news currently is the February release of Secret Weapons of the Luftwaffe!

In the area of technological development, Lucas Film is committed to publishing titles that feature the highest quality in graphics and sound. 256-VGA colour will be used extensively, especially for graphic adventures and air combat simulators.

Lucas Film works with artists who can choose from a palette of more than 262,000 colours to create screens that are extraordinarily detailed.

Also, game development for CD-ROM is underway, beginning with Fujitsu's new FM Towns. Three Lucasfilm games are being converted for the FM Towns are Zak McKracken, Indiana Jones and Loom. The greater storage capacity of the CD allows for not only improved graphics and sound but also specially enhanced music and sound effects.

Other plans for 1991 include the development of some exciting sequels and original games, as well as an educationally-oriented project!!

SPECTRUM HOLOBYTE – US

Spectrum Holobyte have certainly established themselves as leaders in the entertainment software community since it's start in 1986, with an impressive line-up of titles such as Falcon, Tetris, Flight of the Intruder, Stunt Driver, Faces and many more.

The company pays meticulous attention to detail and the extensive research that goes into every product.

Several products lined up for 1991 include Falcon 3.0, A-10 Avenger and Sphere of Influence.

You'll definitely be hearing more!!

WHAT DOES THE NEW YEAR HAVE IN STORE FOR US??

Champion of the Raj™

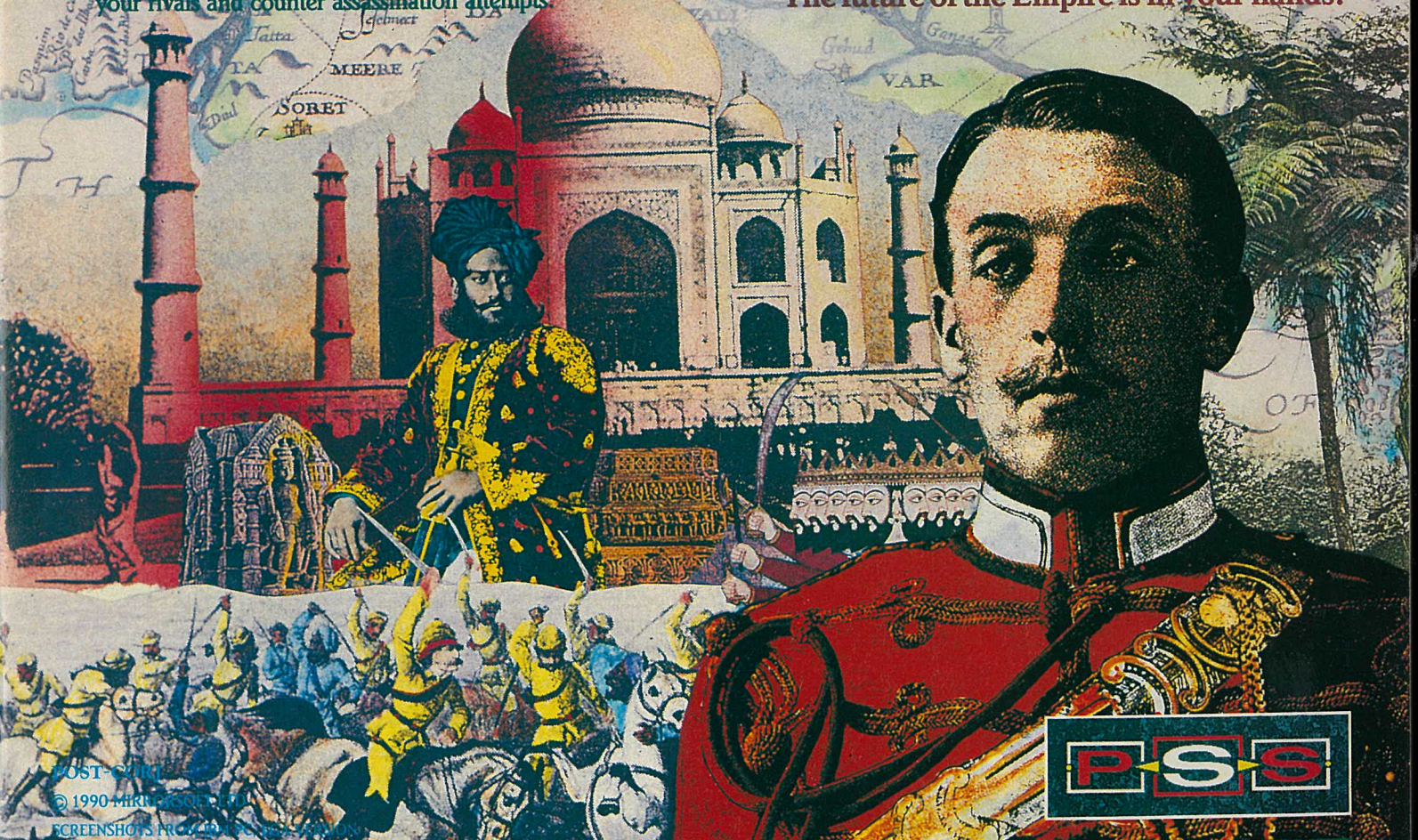
- Spectacular scenery, rich native colours and exotic animated sequences.
- Control any one of six different rulers, in this the ultimate arcade strategy challenge.
- Epic cinema-style presentation.
- Stunningly atmospheric soundtrack.
- Stage elephant races and tiger hunts.
- Face natural disasters: earthquake, flood and famine.

THE JEWEL OF THE EAST IS STAINED WITH BLOOD

India at the beginning of the Nineteenth Century. The Emperor's grip is weakening. All over the country rival factions bid for power.

This is your chance to change the course of history. Take the role of any one of the six contenders for the Empire and prepare to make India your own. Capture opposing states, grapple with brutal riots, stage lavish processions to impress your rivals and counter assassination attempts.

The future of the Empire is in your hands.



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SCREENSHOTS FROM VARIOUS FORMATS

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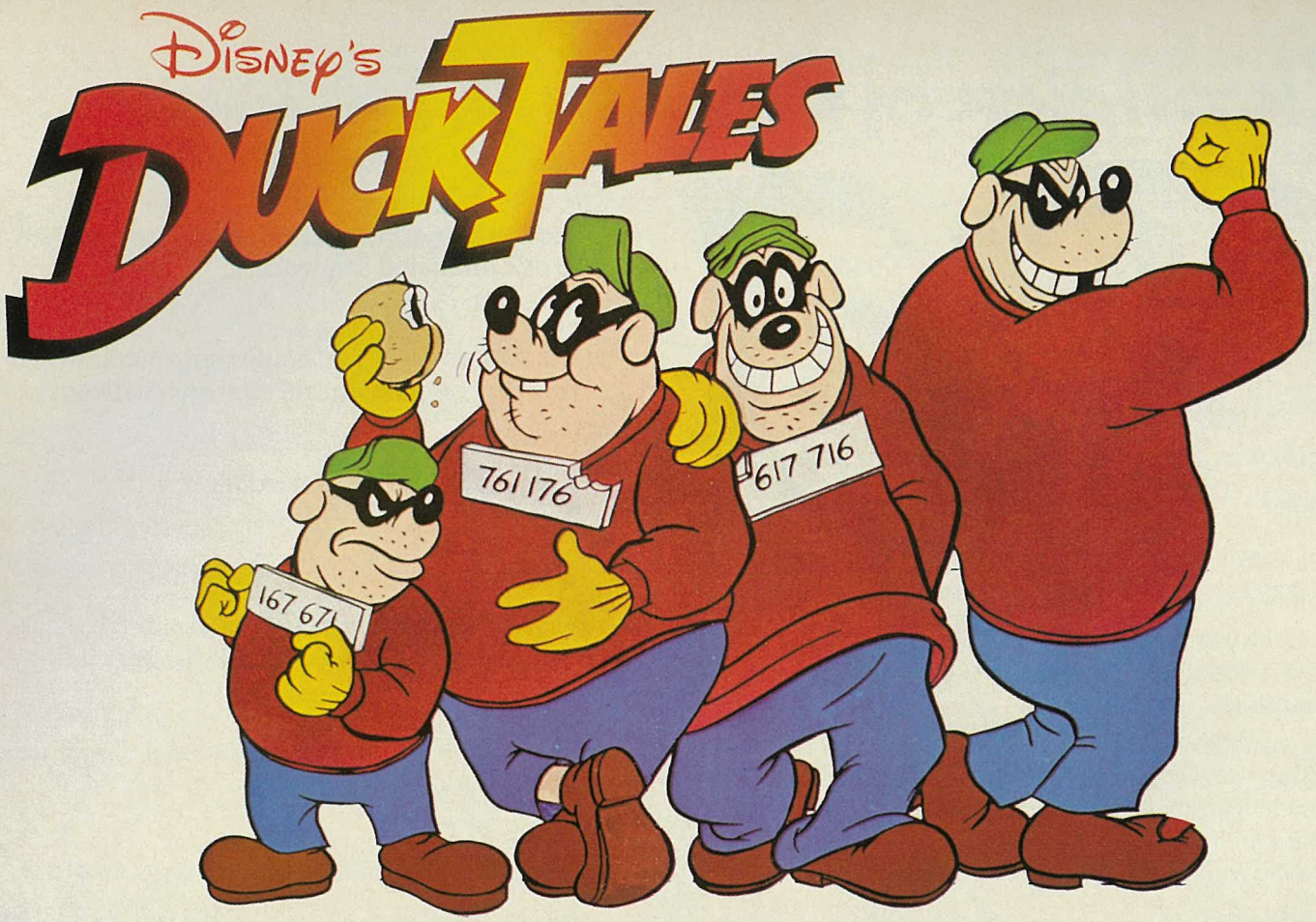

© THE WALT DISNEY COMPANY

Walt Disney's latest software releases in Australia are in keeping with the traditional educative nature of the famous company's achievements during the past 60 years. Megazone profiles an exciting range of titles which the whole family can enjoy.

The gift of storytelling, the ability to enchant and entertain generations of audiences — this is the legacy of Walt Disney, a pioneer of animation and a master of communication.

Since its foundation in 1923, Walt Disney Studios has continued to break new ground, particularly in the field of visual technologies. The studio has produced scores of animated feature-length films, including classics such as Snow White and the Seven Dwarfs (the studio's first film which was made in 1937), 101 Dalmations, Bambi, The Ugly Duckling, The Jungle Book, and Lady and the Tramp, to name a few — films which have maintained their universal appeal and have withstood the test of time.

Of course the creation of a myriad of characters, which have delighted both young and old, form the essence of the Disney mastery: Mickey Mouse (who was created in 1928), Donald Duck and Goofy, for example. We have all followed their adventures, from the sublime to the ridiculous, with great enthusiasm at one time or another.

Moving into previously uncharted waters, with painstaking attention to detail, lavish production and exhaustive cartoon visualisations, Disney has conveyed feelings which all audiences can relate to.

The ability to communicate so effectively with an audience is the cornerstone of Disney's ongoing success — no matter which age-group is being targeted. Disney productions such as Dick Tracey and Pretty Woman, for instance, have been enormously successful at the box office, as well as the video market.

Disney has not only carved its own niche in animation technology during the past 50 years but, with the age of home computers now upon us, the studio has progressed naturally with the introduction of Disney software, thus continuing its tradition of entertaining and educating, but now through a new medium.

Disney's range of software was recently launched in this country by its Australian distributor, Questor.

The range includes a new sound system called the Sound Source, which can be used in conjunction with selected titles. The Sound Source incorporates a small speaker box which can be plugged directly into MS DOS personal computers, and produces a clear voice that allows Mickey, Donald and Goofy to speak and interact with the user.

Megazone sampled these games with several children who were instantly absorbed into each learning experience; indeed, it is very much a joint effort between computer and user.

Mickey's 123 — The Big Birthday Surprise, for example, teaches a child how to count while setting up a party. In this game, Mickey and child send out invitations, go shopping and make up presents. A total of 11 Disney characters can be invited to the party, and the counting game has more than 60 different animated responses.

Another game, Mickey's ABC — A Day At The Fair, shows Mickey at home and then having fun at the fair. Regardless of which key on the computer is pressed, Mickey will find and demonstrate the word. The word is then written, shown and clearly pronounced by a presenter's voice. For example, while at the fair, Mickey is standing next to a cow: by pressing the letter "X" an X-ray machine appears and displays the cow's skeleton.

In the game Mickey's Shapes and Colours, Mickey performs a dazzling magic show to a packed audience of his friends. This game has more than 150 animated responses, with three different magic acts. This title comes complete with a keyboard overlay, which shows various shapes and colours, in this way the user works with Mickey to understand different colours and shapes.

Other titles in the range comprise Donald's Alphabet Chase, Goofy's Railway Express and Mickey's Runaway Zoo.

PRODUCTIVITY

Disney will also be launching a number of arcade titles, as well as some print kits for Dick Tracey and some hobbyist-type games, such as Mickey's Crossword Maker.

The Animated Studio is a well designed system with an easy-to-read manual. What separates this from other animated packages on the market is an exclusive feature known as the "onion skin". This allows the user to view the three previous cells when planning animation. The user could, for example, call up a demonstration of work previously done and change or colour these at will.

A cartoon can be made with 4096 colours, as well as sound and speech. It is perfect for the novice, with the end result quite a professional presentation.

The operating manuals are laid out in a tutorial fashion, taking the user through various learning techniques, such as squashing, stretching and arc of motion. This animation package is so user friendly that it is possible to create a presentation on video using either Disney characters or the user's own designs.

The Dick Tracey Crimestoppers Print Kit features all the characters from the movie. It is designed to produce greeting cards, posters, letterheads, police badges and other useful detective materials.

Ducktails is the first animated television series from Walt Disney Studios in more than 50 years. It stars Scrooge McDuck, Donald's uncle, and the show is Disney's answer to Raiders of the Lost Ark. TV watchers may recognise the voice behind Scrooge: it's none other than Alan Young, who once played Wilbur Post in that classic TV series Mr Ed. The four youngest voices in Ducktales, Huey, Duey, Louie and Webby, are created by Russi Taylor, who has an incredible range of voices. One of her previous well known voices is that of Pebbles from the TV cartoon the Flintstones. Launchpad McQuack, one of the new characters to be introduced in Ducktales, is played by Terence McGovern, who has worked on St. Elsewhere, The Enforcer, American Graffiti and much more. Ducktales, coupled with Disney's multi-talented artists, directors and writers, promises to be one of the most popular TV shows ever seen.

OMNICRON™

CONSPIRACY

SMOKE OUT SPACE SLEAZE

So here I am, riding herd on six planets, checking out the cultists, keeping an eye on the droid assassins . . . same old stuff. Then, the idiots downtown decide they want me to bust up an "intergalactic drug ring".

But, it's not all bad, I do get to see Betty the Body at the Mind Zi tavern. And I get a little high just walking in the front door of the Mentant Temple. Some things never change, though – the scariest dudes I talk to are still real estate brokers.

Like they say at the academy, you gotta look before you transport. One wrong move and a guy could end up an artichoke.

Ace

Ace Powers
Star Police

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Screenshots from PC EGA version

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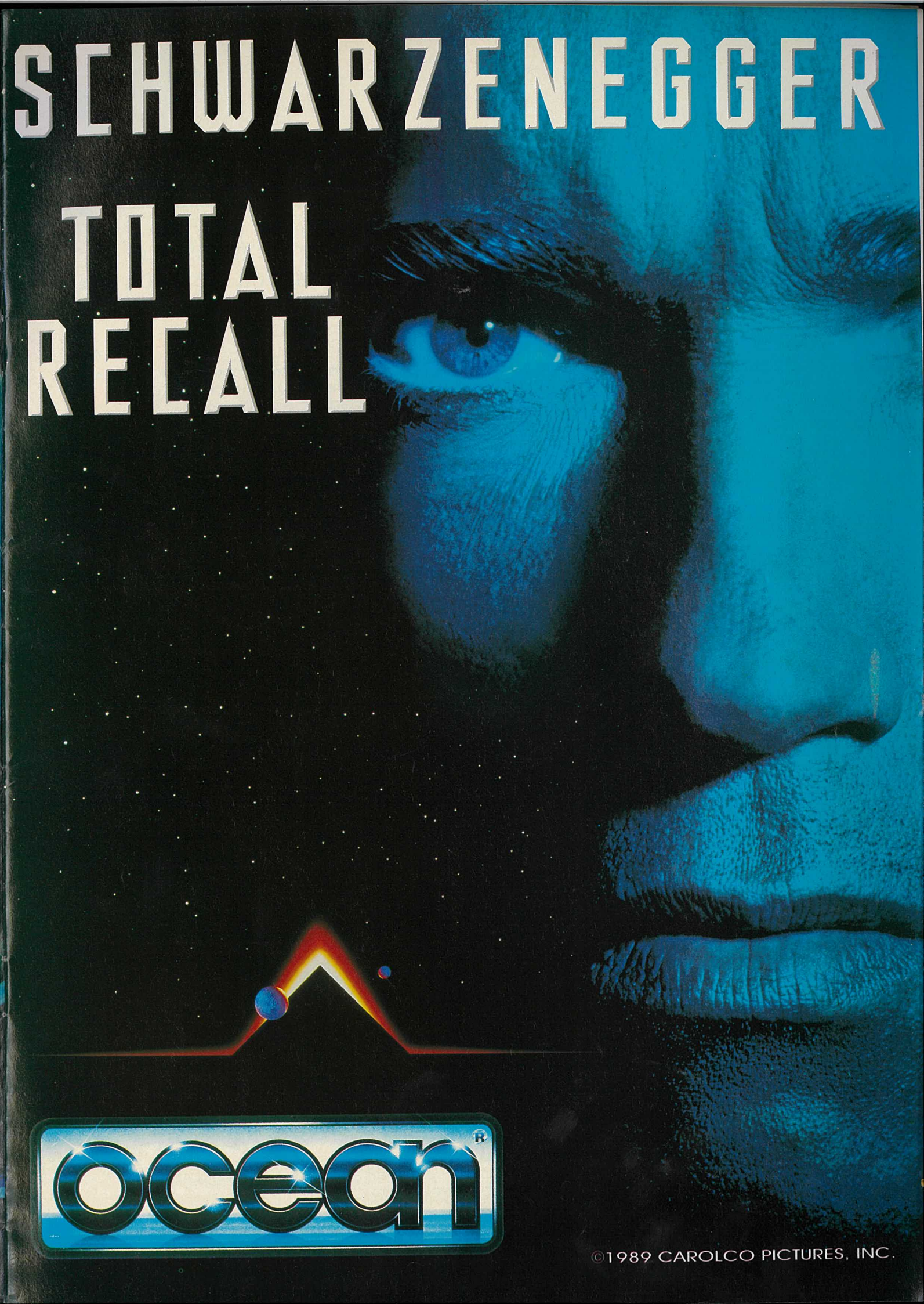
SCHWARZENEGGER

TOTAL RECALL



ocean®

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Hints & Tips

Due to massive demand we will increase the number of Sega hints and tips — don't use them unless you are stuck or want to impress your mates with your high scores!

R-TYPE

To become invincible, insert both control pads, *before* turning on press and hold down the direction pad in the lower right corner of control pad one AND the upper left hand corner of direction pad two PLUS button 1 on control pad two simultaneously. Turn the power on, keeping the direction buttons down as indicated and button one of control pad two until the "R-type" logo appears.

RASTAN

Unlimited Men — When the Sega Master System logo appears hold down the lower left corner of the direction pad and hold down buttons one and two simultaneously. If done correctly "Rastan" will appear in blue instead of orange.

SHINOBI

To select your own level, when the title screen appears, press and hold the direction pad downwards and press button two.

TRANSBOT

To access secret menu — When Sega logo appears, press button two twice. Work the control pad left or right to select your level.

WONDERBOY IN MONSTERLAND

To get an extra 45 pieces of gold, once you get the sword from the fortune teller in scene 1, make sure you have control pad two plugged in — this gives you access to the pause button — each time you hit and press the pause button 73 times you will receive an extra 45 pieces of gold (maybe enough to pay the repair bill on your pause button).

ACTION FIGHTER

In the name entry screen at the beginning enter any of the following to gain valuable "extras". I won't detail them this month — see if you can work out the extras you receive. Enter the following names: "HANG ON", "C SEGA", "GP WORLD", "SPECIAL", "DOKI PEN".

AFTERBURNER

To continue twice, when game over appears, press the direction button up and then press buttons one and two at the same time — only works up to level eight.

AZTEC ADVENTURE

To select a round — warning, this must be done quickly. On the title screen, when the words Aztec Adventure closes up, press up five times. When Nino throws money to the other characters press right three times. When Nino walks left and is followed by the three characters press left once and down once. If done correctly a miniature Nino will appear to the right of the scroll, below Nino is a square — select round 1-11 quickly.

DOUBLE DRAGON

Ah Ha! A hint for Double Dragon at last! When you get to level 4, jump up and down at least 30 times, using the jump/front kick or the jump/back kick — this will give unlimited continuous play through the main boss in this level.

ENDURO RACER

When title screen appears move joypad up, down, left and right, a small square will appear on the right, select your round by pressing up.

Know any good tricks on any video games — write in, we'll publish the best each issue.

MEGA DRIVE

MOON WALKER

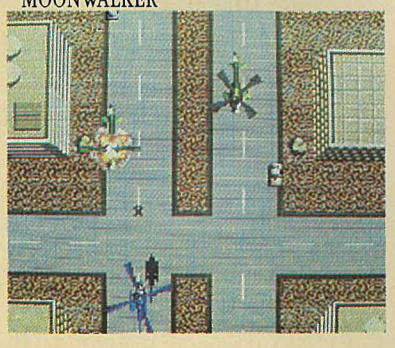
To quote Michael Jackson "Who's Bad", well for a start — this game definitely isn't, if you can't "Beat It" then you're not a Moonwalker. OK that gets all the puns out of the way, let's look at one great game.

Mr Big is out to hold the children of the world hostage, fighting your way through buildings, city streets, graveyards and garages you have to locate the lost children. You control Michael Jackson's movements, superbly programmed with dance attacks and high kicks. Mr Jackson was instrumented in the design and gameplay of Moonwalker, with the story being roughly based around the Michael Jackson Smooth Criminal video.

Level one is based in the Club 30, with the music of Smooth Criminal playing as background (great stereo) throughout the three levels of the club you'll take on Mr Big's blue suited criminals at every turn while you try and rescue Katy from all sorts of places. The missing kids (Katy's) are hidden behind windows and doors — some in well hidden locations.

Level two is located in a multi storey carpark and underground in the sewers — dobermanns are amongst the problems encountered in this level.

MOONWALKER



THUNDERBLADE

Level three in the graveyard has enough thrills and chills to set your hair on end, you'll have to search swamps, hollow trees and gravestones to locate the missing Katy's.

Moonwalker's 4 Mega is packed with some of the best animations and graphics yet seen on the Mega Drive.

Game play is fun and realistic — you have the choice of three levels of difficulty to play. Music written by Michael Jackson for this game include "Bad", "Beat It", "Thriller", "Billie Jean" and "Smooth Criminal"

With six full levels this game has some brilliant touches, and whilst Michael Jackson isn't my favourite singer he's put his seal of approval onto one very good Mega Drive game.

Next issue watch out for full reviews of the whole range of shoot 'em ups for the Sega Mega Drive. PLUS — six, yes! six new releases for the Sega Master System.

THUNDER BLADE

With so many new Sega owners out there, it's time to review one of the classic releases, Thunderblade.

If anybody out there has lived the last ten years with a sack over their head and doesn't know it, Thunderblade is a conversion of the action-packed helicopter arcade game.

There are four stages in all, each stage consisting of three rounds with an enemy super fortress guarding the end of each stage.

The different stages (urban, mountain/desert, river and refinery) are presented differently, for example, the game kicks off with your chopper viewed from above in a vertically scrolling blast. If you make it to the end without losing all three lives (which I am sure you eventually would do), the viewpoint changes to an Afterburner style where you view the action from behind and the landscape and enemies come directly towards you.

In each round there are massive artillery forces to watch out for, tanks, helicopters and enemy jet fighters — oh and it's unhealthy to crash into skyscrapers also.

Your Thunderblade is aimed with repeating machine guns and air-to-surface missiles. The action is fast and furious, but there are patterns and techniques that can be learnt to eventually help you get through each level.

The Sega Thunderblade is a great shoot 'em up that has maintained its popularity ever since its release. The differing viewpoints and the skill factors all help to make this game cartridge a popular choice for all fly by the seat of your pants video game fans.

Sound effects are also good, with effective explosions and missile launches as well as a bouncing background tune to blast away with.

GRAPHICS	80%
SOUND	73%
GAMEPLAY	72%
OVERALL	82%

SHANGHAI

To quote Monty Python 'and now for something completely different'. So switch on the brain and tune into Shanghai — believe me it'll be worth it.

Shanghai is a patience game using the tiles from a Mah Jong set. Mah Jong is like a super sophisticated/simple version of the card game rummy, but played with ivory and bamboo tiles (well plastic tiles out of Hong Kong mainly!).

Shanghai uses these tiles, carefully stacked into layers with only edge pieces being visible or moveable.

The objective of the game is to select any two exposed tiles with the same pattern, which have no other tiles on top of them. With a total of 144 tiles, 36 sets of four, this indicates a very complex variation of gameplay.

Before you make your selection you will have to closely check to see which additional tiles will be uncovered if you remove the matching two tiles — if you make the wrong selection, you'll never be able to finish the game.

Shanghai has the sophistication of a good chess game with the addiction of Tetris. If you have made all the right moves you should be able to clear the table, sorry — screen — of all tiles.

Shanghai also has some great options — time limits per move, or time limit to complete the game. If you get stuck there's a "show all moves" option as well as back track a few moves — not that Megazone reviewers would ever dream of using these features!

Once you've understood the basic game, Shanghai becomes an addictive and very refreshing challenge.

The game play is mentally demanding and infuriatingly addictive, with a choice of tunes to play along with Shanghai is well worth the money. We hear that stocks are short at the moment but everyone should be able to get their hands on one before Chrissy.

GRAPHICS	62%
SOUND	60%
GAMEPLAY	89%
OVERALL	90%

SHANGHAI

MASTER SYSTEM

THE NINJA

Sega's new budget range has been greatly enhanced with the introduction of this action packed martial arts game. You get to play Kazamaru, your objective, apart from trying to stay alive, is to rescue — you guessed it — the princess.

Kazamaru has to fight his way through to the castle Ohkami, owned by the evil overlord Gyokuro.

Fortunately, you are armed with unlimited throwing stars as well as Ninja magic. By pressing down both buttons Kazamaru disappears for a second or two — swords and enemies passing right through him. This Ninja magic is essential to complete your quest of collecting the secret scrolls before entering the dungeon and rescuing the "princess".

Scrolls found along the way have different powers — red scrolls give Kazamaru "smart bombs", blue scrolls let you run faster whilst all five green scrolls are needed before you enter castle Ohkami.

There are a total of thirteen different scenarios to get through, with a whole host of different frenzied attacking infidels.

Sound effects are average but the sound tracks bounce along nicely whilst you battle your way, fighting the good fight.

Graphically, The Ninja does not come up to the standards of top games, but I hardly noticed this being so involved staying alive long enough to reach the end of round baddies.

Two players can play The Ninja using the standard control pads, overall I found The Ninja to be good value at $29.95.

GRAPHICS	48%
SOUND	67%
GAMEPLAY	66%
OVERALL	63%

ENDURO RACER

ENDURO RACER

Enduro Racer is one of those games that gets you involved immediately, with its slick aerial viewpoint, as though you are following the action in a helicopter 100' behind the riders.

Based upon the arcade game, Enduro Racer is a race against time and opponents. The more opponents you overtake the more points you gain. Points can be used, at the end of each round, to purchase better suspension, handling, tyres or even a more powerful engine.

On each level there are ramps and hills that have to be used to increase your speed and distance travelled. There's a special technique for jumps, just as you hit the ramp, flick back on the joystick — this will dramatically increase your speed and distance. If you don't get the timing right, then you just plod along somewhere around last place.

With water courses, cycles and cross country cars all on the course, Enduro Racer is an enjoyable game. The smooth scrolling and detailed backdrops are some of the best on the Sega. The sound effects are pleasant but eventually get repetitive once you've heard the engine noises and explosions during the game.

My only criticism is that the game eventually became too easy to complete, with ten levels you'll probably get through after one week's gameplay and then your only objective will be to beat your best time.

Priced at $29.95, Enduro Racer is one of the best in the new Sega budget range.

GRAPHICS	74%
SOUND	42%
GAMEPLAY	63%
OVERALL	65%

FANTASY ZONE

Every now and then a game comes along, that is totally different to everything else on offer. If that game involves outstanding graphics and challenge then it's gonna be a winner — right? Well, Fantasy Zone certainly is a winner and must have done exceptionally well in Japan as there are already two follow up games available for the Sega Master System (Fantasy Zone The Maze and the, not surprisingly named, Fantasy Zone II).

You are this weird looking character Opa-Opa who can fly around shooting all and sundry with a whole range of weapons. As you shoot some very peculiar creatures they drop nice gold coloured coins — which you then collect as part of your weapon buying funds. The objective of Fantasy Zone is to get through all eight levels and destroy the Menon creatures and end of round weirdos — I mean, who's ever heard of a lump of wood spitting out destructor seeds??

Once you have collected a certain amount of money a floating shop comes down from the skies (I told you this game is different!). Once in the shop, you can then spend your hard earned dollars. Goodies available include more powerful laser weapons, high speed motors, super bombs and even extra lives.

The graphics are outstanding, the originality of alien creatures brilliant, the end of round action challenging. Fantasy Zone is the best $29.95 on offer, with both mindless blasting and split second skill requirements you are sure of extended joystick usage.

Having played the other two Fantasy Zone games, I still feel this cartridge to be one of the most imaginative and challenging games around. The sound track is one of those infuriatingly addictive tunes that keep buzzing around in your head for days on end.

GRAPHICS	88%
SOUND	83%
GAMEPLAY	79%
OVERALL	90%

THE LEGEND OF BILLY BOULDER (US Gold)

US Gold present a delightful new game — the Legend of Billy Boulder. Our hero — Billy — is a delightful cartoon character, not unlike those seen in the Flintstones cartoon series.

The year is 2 million BC and the evil wizard has accidentally placed a spell on the beautiful princess which will lead her to certain death, unless our hero — Billy Boulder — is able to locate the evil wizard and convince him to come back and remove the spell.

Billy must travel through his world which spans across various terrains, thousands of hidden caveways, dens, jungles, huge lakes and 22 cities each comprising 50 different stores, casinos and jails.

Billy must keep up many things to continue his journey. The most important of these is his health. He has three types of health — life, hunger and thirst. Life is reduced when Billy is hit by either enemies or their weapons. Hunger is reduced as time goes on. Food can be found along the way or bought in stores. Billy will also get thirsty, he can quench his thirst by drinking either water, juice or slime. It is up to you to ensure that Billy looks after his health.

In each city Billy visits, there are thousands of enemies each trying to cheat, steal from and deceive him . . . Billy's only defence is his sense of magic and a small choice of weapons.

Learning new information is a must to complete *Billy Boulder*. This information can be found on certain screens by killing all of the enemies first. Information can also be given to Billy by special people and storekeepers. You must ensure that you constantly look out for this information — you may even have to bribe storekeepers to get information!!

Billy Boulder may seem simple — but you must be sharp to benefit fully and complete Billy's task and save the princess from dying.

SPACE QUEST IV Roger Wilco and the Time Rippers (Sierra)

Sierra are now releasing part four in the popular Space Quest adventure series, *Space Quest IV: Roger Wilco and the Time Rippers*. Part IV is the most exhilarating, funny and visually exciting yet!!

While trying to make his way back to his home planet of Xenon, Roger has a run in with the Sequel Police, a crack team of inter-galactic assassins from the future, who are bent on nipping his adventures in the bud, thus beginning a new adventure through time (or sequels) and space.

Travelling to the bleak future of *Space Quest 12*, Roger will enlist the help of the Latex Babes of Chronos, as well as the Time Rippers — a mysterious group of rebel fighters from the future, whose only goal is to save Roger's life — and hence give Roger the chance to save Xenon and future Space Quest games.

Players will thrill to the dazzling graphics, mindblowing sound and just plain wacky fun with the incredible 256 colour, high resolution graphics and more spectacular sound effects than ever before.

NAVY S.E.A.L.S. (Ocean)

Ocean have presented many movie-based computer games like Total Recall and Robocop II. The latest of their releases — Navy S.E.A.L.S. — is equally impressive as its predecessors. The movie — due for release in 1991 — stars Charlie Sheen and Michael Biehn.

A 'crack' squad of five make up the S.E.A.L.S. Unit — part of the US Navy — and they don't take having one of their helicopters shot down in the Gulf, or the subsequent kidnapping of its pilot and co-pilot by a fanatical Arab fraction, lightly!

Initially armed only with handguns, they're under orders to enact a heroic rescue. They save one of the prisoners alive, but in the meantime terrorists are hoarding an abundance of sophisticated *stinger* missiles, which pose a grave threat to civilian life.

A further mission to uncover the chief site of the missile-store, and ensure their complete detonation, becomes the next objective, and provides an all action epilogue to the main game.

Navy S.E.A.L.S. is very colourful, entertaining and action-packed, with some incredibly dramatic explosion sequences thanks to the state of the arts graphics and animation. It features 7 levels of multi-directional scrolling and combines platform action and exploration action with strategy solving.

CHAMPION OF THE RAJ (Mirrorsoft)

Set in colonial India during the early 1800s, Champion of the Raj captures the beauty and mystery of its setting and accurately recreates the political situation of the period.

With its colourful and atmospheric graphics, superb sound effects and a host of special touches, Champion of the Raj is sure to appeal to all fans of arcade adventure. The meticulously researched strategy section of the game is complimented by several evocative arcade sequences, which include a tiger hunt and an elephant race.

Throughout the game, the threat of the evil and vicious Thug is never too far away and the Thugs are yet another foe which must be vanquished before India can be united.

There is the option for up to six players to compete against each other, or alternatively, one player has the choice to replay the program six times as each different character, therefore meeting the challenge of instituting different tactics every time.

So take your chance in the jungles — and place the future of India in safe hands.

Hi TEC SOFTWARE

PRESENTS

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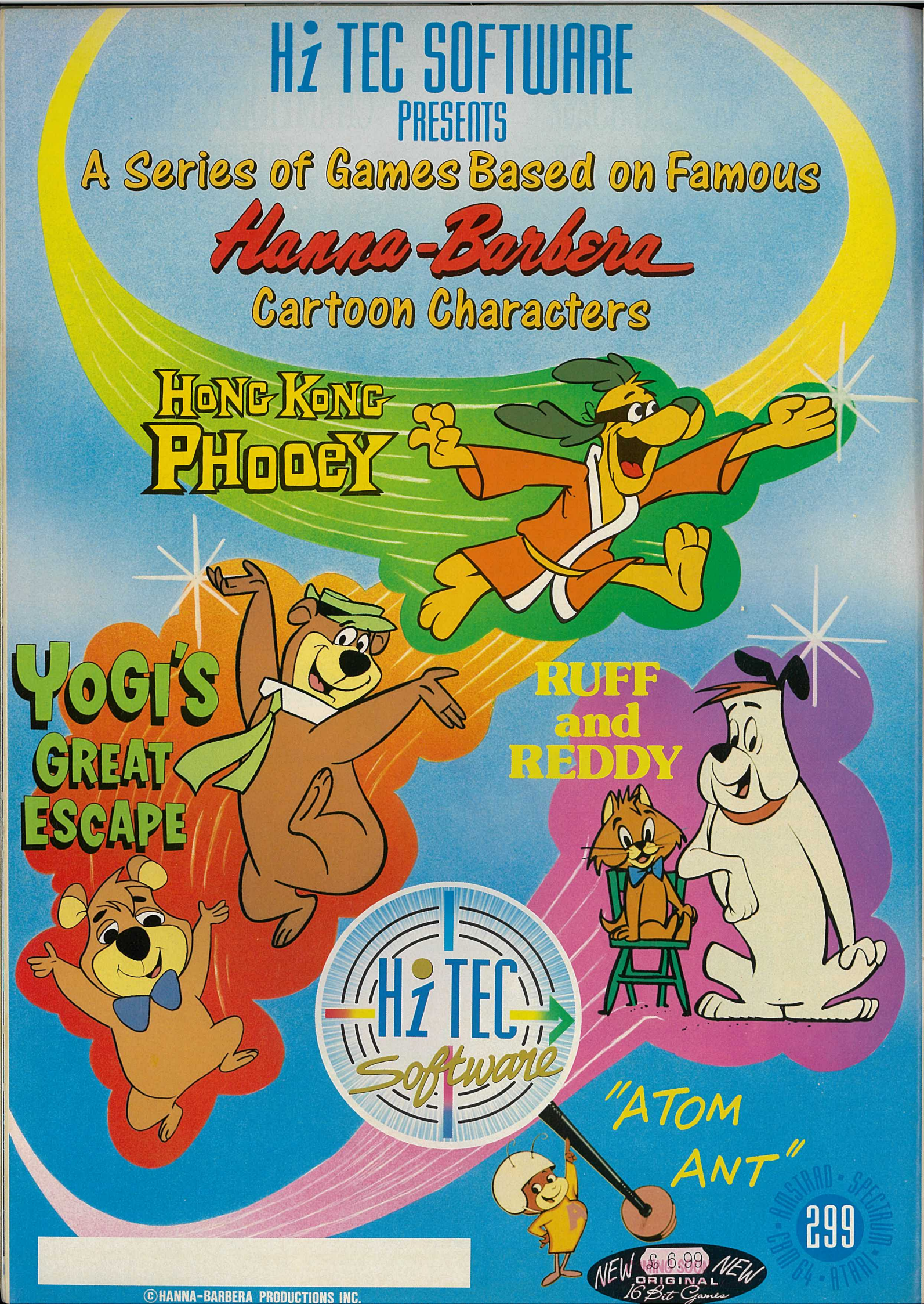

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COLOUR IT IN COMPETITION

With special thanks to the Walt Disney Company for all they have contributed to this issue, Megazone are offering 10 DUCKTALES software packs for the 10 most dazzling and amazing eye catching pieces returned to:

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BACK TO THE FUTURE II COMPETITION

Well, the entries flooded in from all over the country for this competition, and we'd just like to thank everyone who sent us an entry. If you missed out on this one, keep trying — all the entries were fabulous!!

However, the 5 lucky winners are:

Peter Filippou
Fulham Gardens
Adelaide

Peter Fox
Rosanna
Victoria

Bill Thomas
Inverell
NSW

Lionel Plug
Byford
WA

Robin Jacobs
Turramurra
NSW

Can winners please call Susannah at Ozi Soft to give computer format details for their prizes. **Ph: (02) 313 6444**

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SECRET WEAPONS OF THE LUFTWAFFE

FROM THE COMPANY WHO BROUGHT US THE UNFORGETTABLE EXCITEMENT OF INDIANA JONES AND THE LAST CRUSADE, AND THE UNNERVING REALISM OF THE BATTLE OF BRITAIN, HERE COMES A GREAT NEW GAME!!!

Lucas Films are off to a fabulous new start to the year with the release of 'Secret Weapons of the Luftwaffe', the latest in its series of WWII air combat simulators. Combining exciting first-person action with strategic mission-building, Secret Weapons of the Luftwaffe recreates one of the longest, bloodiest, and occasionally most bizarre air offences in history — the campaign by the United States 8th Air Force to cripple the industrial might of Nazi Germany from 1943 to 1945. Players have the opportunity to fly classic American airplanes, then switch sides to pilot high tech advanced German planes, some of which were years ahead of their time.

...THEY WERE FAST... THEY WERE DEADLY... THEY WERE OUTNUMBERED! THEY WERE THE...
SECRET WEAPONS OF THE LUFTWAFFE
by LAWRENCE HOLLAND
...A WORLD WAR II AIR COMBAT SIMULATION THAT PITS THE U.S. EIGHTH AIR FORCE AGAINST THE AWESOME AERIAL WEAPONRY OF THE THIRD REICH...

American B-17 'Flying Fortress' bomber, protected by the P-51 'Mustang' and P-47 'Thunderbolt', conduct strategic bombing raids against Germany's massive oil refineries, factories and shipyards. Early in the campaign, their most formidable adversaries were the superb Messerschmidt 109 fighter and the Focke-Wolfe 190. But toward the end of the war, Germany's fabled scientists and engineers contributed some genuinely awesome new weapons to the defence of the fatherland.

Best known is the Messerschmidt 262, a twin engine jet fighter with a top speed of 150 miles per hour faster than a P-51. Armed with both rockets and cannons, the ME-262 seemed virtually invincible. The ME-163 rocket plane looks like a miniature forerunner of the space shuttle. Fast, deadly, but frighteningly unstable, it was as dangerous to its pilots as it was to the American attackers. Most bizarre of all was the Horten designed Goth 229. This jet-powered flying wing, with an appearance like something off a science fiction magazine cover, was just being perfected when the war ended.

What would have happened if Germany had accelerated R&D efforts earlier in the war? "We consulted with some of the top experts in military aviation history and asked them a lot of 'what-if' questions," said game designer Lawrence Holland. The answers, which are covered in detail in the 225 page photo-packed manual, are fascinating.

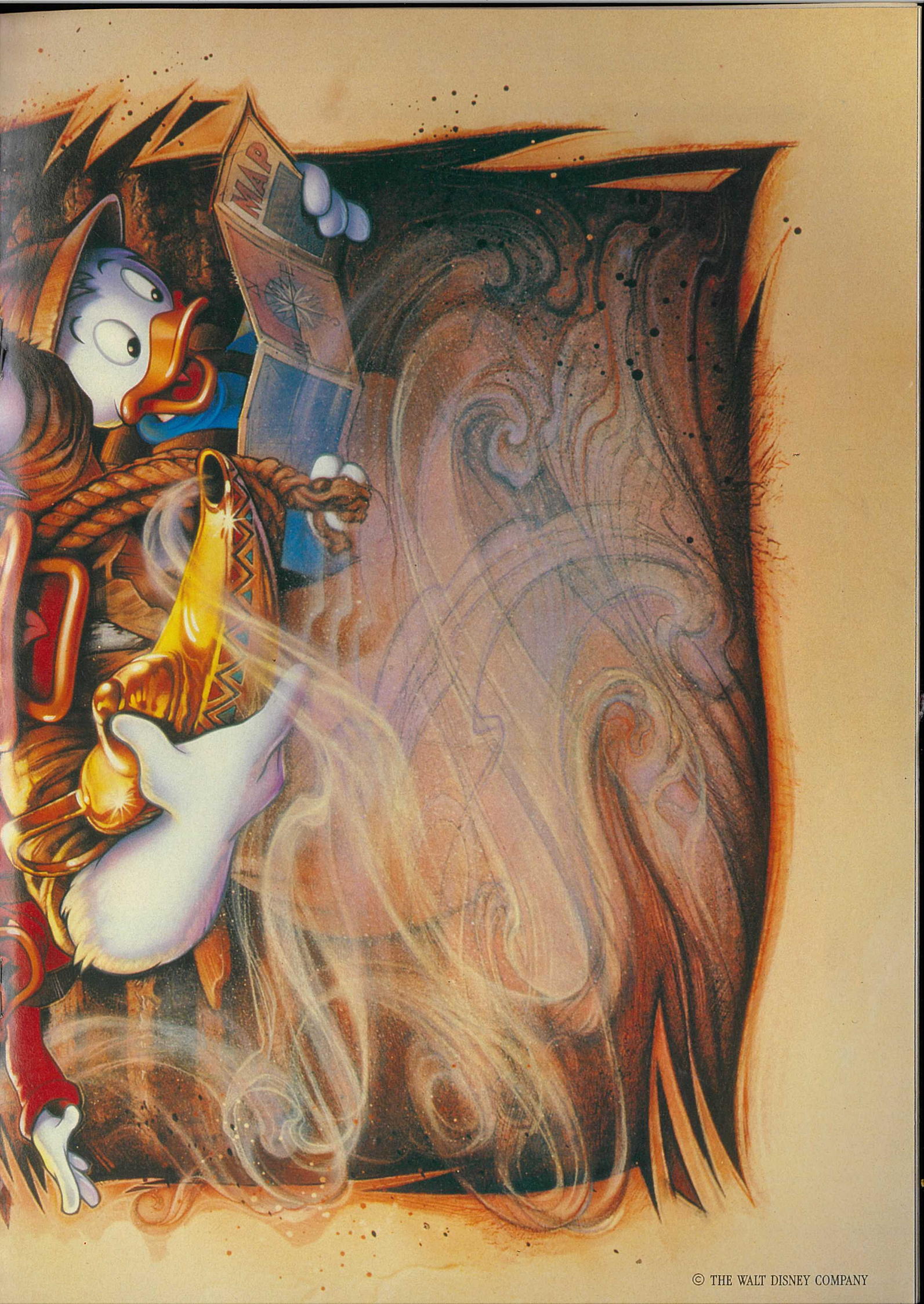
Like its award winning predecessors, Battlehawks 1942 and Their Finest Hour: The Battle of Britain, Secret Weapons of the Luftwaffe allows computer aviation fans to fly some of the greatest airplanes ever built in some of the most exciting air battles ever fought. Cockpits, weapons, flight characteristics, and missions are technically and historically realistic. Acclaimed features such as the instant replay camera, in-flight maps, pilots' service records and custom mission builder have been enhanced and refined.

New features include an 'expert mode' which allows experienced pilots to wrestle with hazards such as G-force and rough wind condition.

The game also offers an impressive range of special graphic affects too. Along with high resolution VGA 256-colour cockpit graphic, the animation features include bullet-shattered canopies, oil smears, flaming engines and realistic explosions. Players with IBM sound cards will enjoy a full range of high fidelity combat sound effects.

"Combat simulator fans have discovered that World War II set the stage for the most exciting aerial dogfights in history," according to Holland. "It was seat-of-the-pants flying, where pilot skill counted more than technology, and where you encountered your enemy up close, not as blips on your radar screen."

Secret Weapons of the Luftwaffe is being released first on IBM 5.25" and IBM 3.5", with Amiga and Atari versions to follow in the second quarter of 1991.



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NARC

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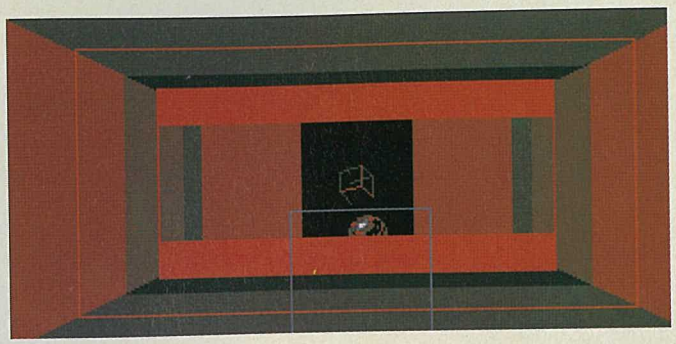
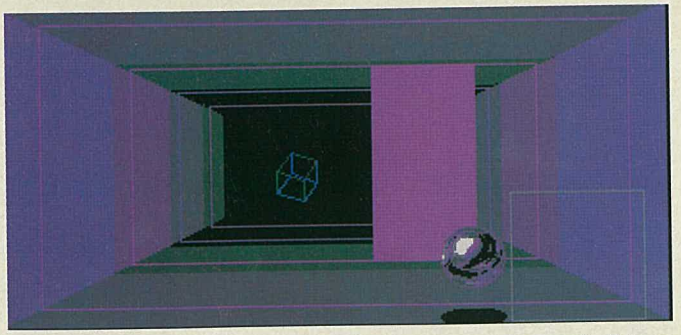
ocean®

PANIC
ocean

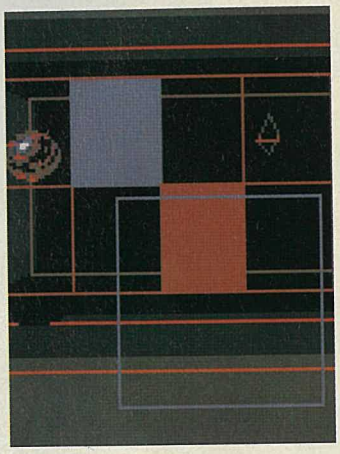
Bouncing the sphere around the tunnel walls can prove very awkward at times and you may find it returning as quickly as it left your racket.



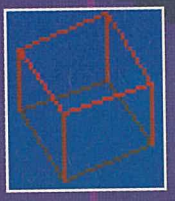


Some of the gateways will close up and stop your ball from continuing on its journey. Wait till it is just about to open before firing the ball.

At the end of every fourth stage you will need to solve a puzzle before you can progress. They normally involve hitting several tiles until the back wall opens up.

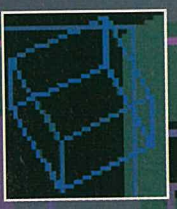


A LITTLE LIGHT ON THE SUBJECT



RED SQUARES – These should be avoided at all costs as they shrink your bat so that it is harder to return the ball down the tunnel.

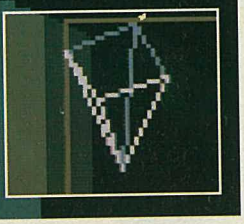
RED DIAMONDS – These are gold dust and will allow your bat to hold the ball, therefore allowing you to release it when ready. The bat will turn red.



BLUE SQUARES – If your bat is shrunk through touching one of the red squares touching a blue one will expand it back to its original size.

GREEN DIAMONDS – If you have a chance of collecting one of these then make sure you take it. These will award you with an extra life which is extremely valuable.

WHITE DIAMONDS – White diamonds, when touched, will reward you with a hefty old points bonus. Not very useful but it keeps you smiling.



THE LIGHT CORRIDOR

The most advanced puzzle sport has arrived with frantic action but no violence. You control a large, square bat that you must move through a tunnel network. This may sound simple but you also have to take a metallic sphere along with you. The sphere is knocked through the tunnels by bouncing it off your translucent racket which can be moved around the screen. Once the ball has rebounded off and been sent back down into the tunnel, you must then advance after it. Eventually the ball will hit some kind of obstacle and be sent back up the tunnel. These obstacles come in the form of gateways that open and shut and generally cause hinderance to your mission.

There are many different gateways; some move horizontally while others move vertically; some even move randomly around the screen. The levels and obstacles can be edited using the tunnel editor.

If you manage to keep the ball travelling through the tunnels you will eventually reach the end of the stage. This is indicated on a banner as well as the code of the following stage. These codes can be used to enter the game at the appropriate level which save you from having to start from level one. They should be jotted down as soon as they are reached. At the end of every fourth stage you will come across a puzzle that you will need to solve before you can advance. Control of the translucent racket can be performed via the mouse or joystick, although the mouse does prove easier to use.

DOUG

On loading up The Light Corridor I was a little apprehensive as to what to expect. Fortunately, this is one hell of a game. Although the graphics are simplistic, colour has been used extensively as has the sound. The Light Corridor just goes to prove that even the simplist of concepts can sometimes prove to be the best. I think the asking price is a little steep but I still have to recommend The Light Corridor as one for your collection.

WHITEY

Although The Light Corridor looks fairly basic, it is in fact an excellent game that adds a new twist to the breakout style of games. The action is fast paced and guaranteed to keep you on your toes. There are plenty of levels to keep you occupied for quite some time and although the puzzles can be fairly difficult, they are not impossible which gives the game that 'just one more go' feeling. Simple in design but The Light Corridor is devilishly addictive.

ZONE RATING

OVERALL 75

GRAPHICS 70
Although The Light Corridor is somewhat lacking in fancy graphics and smooth animation it is not the sort of game that relies on this type of thing.

SOUND 80
Sonically, The Light Corridor is more than adequate and features a neat title tune as well as disgitised screams and yells. Good stuff.

PROSOCCER 2190

Yet another futuristic football game set to break new barriers in computer entertainment has arrived. With 22 players on the enclosed pitch at one time the action is fast and furious. The specially-constructed ball is designed to travel around the arena at high speed, and is also tough in order to withstand the tremendous blows it may recieve. The pitch is similar to that of an American football field, being divided up into 10 10-yard zones. Goals replace the touchdown line, although four quarters of 15 minutes still remain.

The Prosoccer league consists of 16 authorised teams, and each begins with a starting quota of 32 players to last the season. Depending on your nationality (either European or American), you'll be placed in one of two leagues, each with eight different divisions. Trading between players and teams can take place after each 22 match season. You compete against teams in your own league twice, but those that are not you only played once.

The joystick controls the player nearest the ball (indicated by an arrow), and holding down the button will determine the power of your shot. If, at the same time, you hold left, right or down, the ball will swerve in that direction or fly into the air. You are allowed to take five time-outs during each game, and when this option is selected, you can change the position of players or make a substitution, using one of your five subs.

Prosoccer 2190 will also allow you to compete against a friend in a league or single game – it's up to you.

DOUG

Have they not seen the mega Speedball II? They couldn`t have, or this game wouldn`t have been released. The gameplay, is appalling and the graphics and sound are just as bad. The way the pitch is viewed is not very good and an above view would have been a lot better. There are so many of these poor clones on the market, and I feel sorry for the people who buy them by accident, wasting 20-25 pounds. For the sake of a fiver, buy Speedball II, and avoid this at all costs.

ALEX

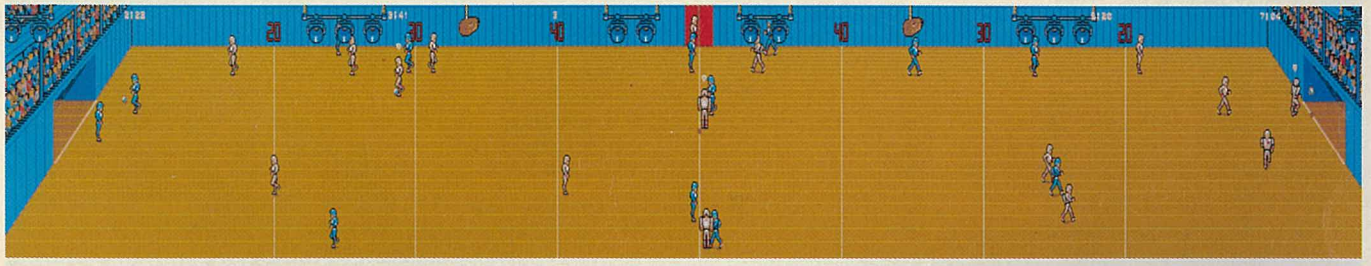
After playing the likes of Speedball II, I was horrified to see how a game such as Prosoccer 2190 could be released. The graphics and sound are poor, with the quality being comparable to that of an 8-bit counterpart. Make sure you don't include this on your Christmas list as anyone putting this in your stocking must have a warped sense of humour.

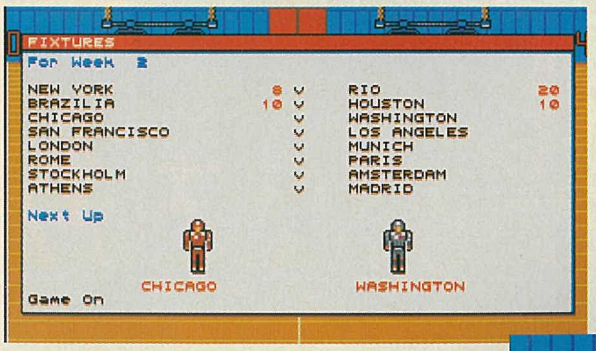
ZONE RATING

OVERALL 36

GRAPHICS 54 The teams used in Prosoccer are both simplistic and badly animated. The pitch is bland, making the graphical appeal of the game very low.

SOUND 41 Limited to various poor effects like the klaxon signalling the start of a match and the occasional grunt. Still, that's what soccer's about I suppose.

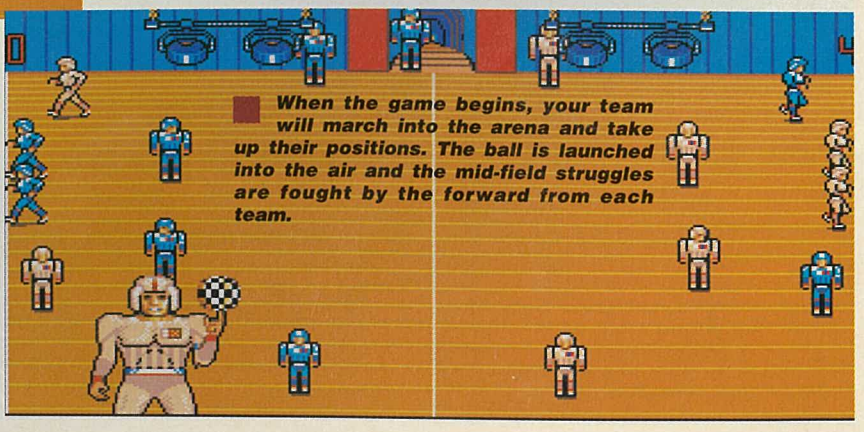




After each game, the results of the league are then shown on the roster, detailing the various outcomes. It also informs you of your current position in the league.

(Above) The Dark Avengers have managed to run the ball down the wing before crossing it to the centre forward. Using your skill, you should find that you can boot the ball so that it sails into the back of the net.

Prosoccer 2190 has hundreds of different players for each division, and the league top scorers and most successful players are shown in the top 10, along with the team they play for.



When the game begins, your team will march into the arena and take up their positions. The ball is launched into the air and the mid-field struggles are fought by the forward from each team.

THE AMAZING SPIDER-MAN

ZONE RATING

OVERALL 74

GRAPHICS 67 Not exactly amazing graphics, but they do the job. The little Spider-Man sprite is very good though, and is very life-like, with great care taken on animation.

SOUND 75 A decent tune plays while you view a cartoon strip, but there aren't many sounds effects during the game. The loading effects are annoying.

It was late when Peter Parker arrived back at Mary-Jane's flat, and he was looking forward to a good night's rest. Unfortunately, this was not to be. As he walked out of the lift he saw the door to the flat smashed off its hinges. He rushed inside to see if Mary-Jane was alright, but she was nowhere to be found. Just then, out the corner of his eye, he noticed something lying on the bed. He picked it up, and examined the object. It was a small clapper-board with the name Rockwell Film Studios on it. Within moments Peter had changed into his costume and was ready to rescue Mary-Jane as the Spider-Man.

At present Mary-Jane is being held in the Rockwell Film Studios, where Mysterio has taken refuge. The studios are very large and Spidey will have to explore numerous rooms before he will find Mary-Jane. However, Mysterio hasn`t been lazy. Before Spidey arrived he set a whole load of cunning traps and robots to try and catch Spidey out. He also installed hundreds of small switches that have to be activated before entry can be made to another room.

All Spider-Man has to help him are his spider-like skills and his special wrist webs, but even with these advantages he will end up getting a quite a beating from Mysterio's robots. However, Mysterio wants to make the most of his cunning plan, so he has installed a few healing areas for Spidey, just to prolong the suffering. Get to these and your energy will be increased.

WHITEY

One thing you can say about Spider-Man is that he is small, very small. Fortunately, the size of our super hero does not detract from what is a very competent platform game. The animation throughout the game is very smooth and Spidey can swing, leap and stick to all of the walls due to strands of web that are released from his glove. The intro sound is a little suspect with digitised effects that tend to annoy after a while.

DOUG

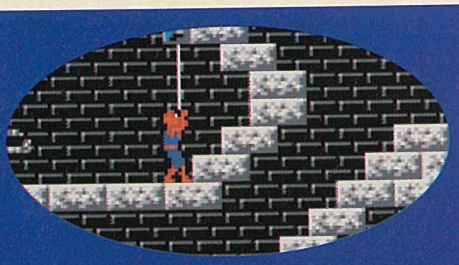
Although Spider-Man is just a platform game, thanks to the ability of our super hero the game plays quite a lot differently to the other platform games that you can get hold of. Being able to walk on walls and ceiling makes a pleasant change, and when you combine this with the smashing gameplay you really do have a good game. The graphics and sound aren't exactly the best thing I've ever seen, but the gameplay more than makes up for them. A great little game that I thoroughly enjoyed playing.

Mysterio's robots will be the cause of quite a few lost hit points, but if they get a bit too much you can tie them up for a while with the aid of your webs.

B

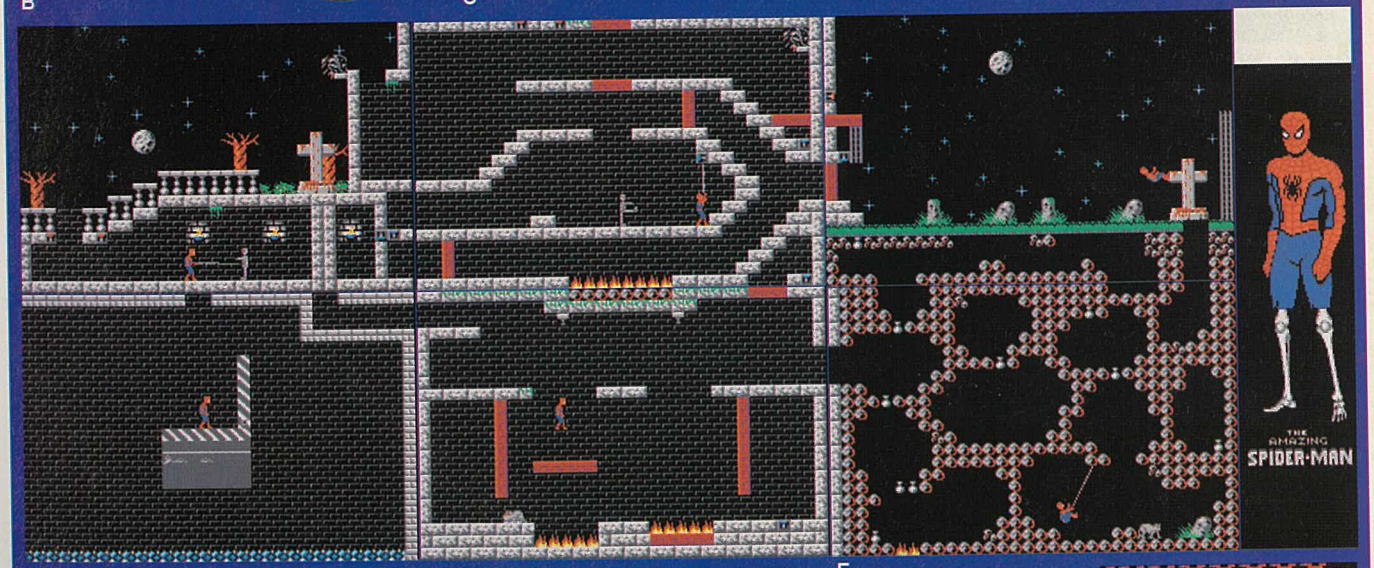
There are loads of switches in the studio, and all of them will have to be used if you are going to save Mary-Jane. However, just to make it that bit harder some of them are invisible.

C



Spidey can walk on most surfaces, whatever angle they may be at. But there are a few walls that he`s unable to stick to.

F



A

The clapper-board rooms are very important in two different ways. The first is that they will enable you to restore lost hit points, and the second is that you can save your position to memory avoiding the problems of doing things all over again.

D

Stepping on what looks to be a safe floor, it suddenly starts to fall leaving you dropping into oblivion. Let's hope your webs can save you.

E

Shooting a web from his wrist, it sticks to the ceiling allowing Spidey to swing over the top of one of Mysterio's robots. Very handy!

CHESS SIMULATOR

Apparently, the original idea of chess dates back to around the 2nd century. Though the rules of the game have varied throughout its existance there now seems to be a standard set of rules that the majority of people who play the game can relate to. The object is to make it impossible for your opponent to move his King without it being taken away by one your own pieces.

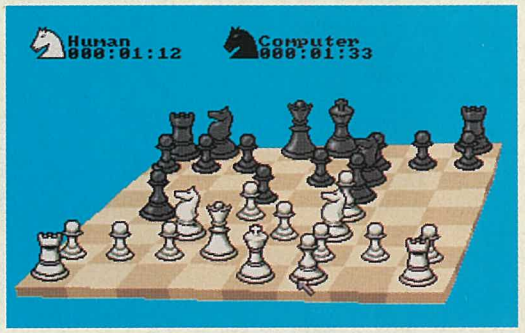
To achieve this final goal it is necessary to outwit your opponent by making him commit and eventually lose various parts of his army. The King will become increasingly vunerable and eventually be forced into the wrong move which consequently ends the game.

The control method is very simple: click on the piece you wish to move followed by the square you wish to move the selected piece to. Each player participating, whether human or computer can be timed to stop the game dragging on.

Chess Simulator comes with so many options it is almost possible to create your own game environment. The view menu allows you to change the whole screen display by either playing in 2D or 3D. In 2D the whole board is viewed from above, whereas in 3D mode it is possible to pan around the board as well as zoom in and out. Five sets of chess pieces are available, as is the ability to change the colour palette.

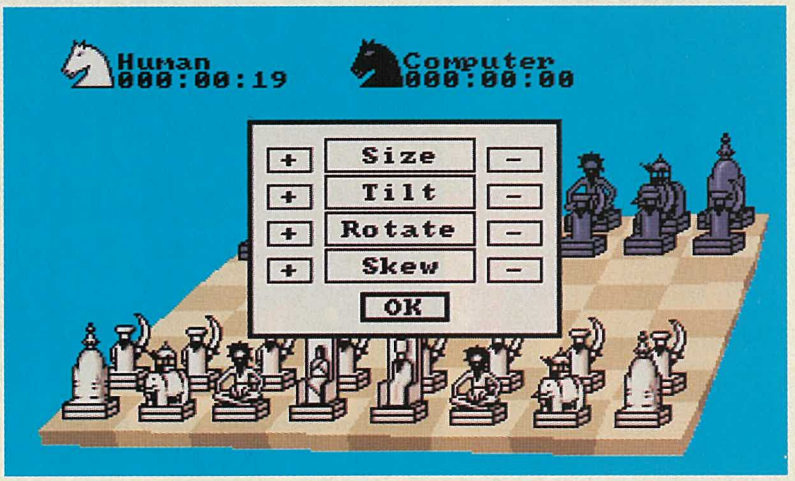
Other menus allow you to set the computer's ability, supervisor mode (two player mode supervised by the computer) and learning mode. Load and save game options are fully supported.

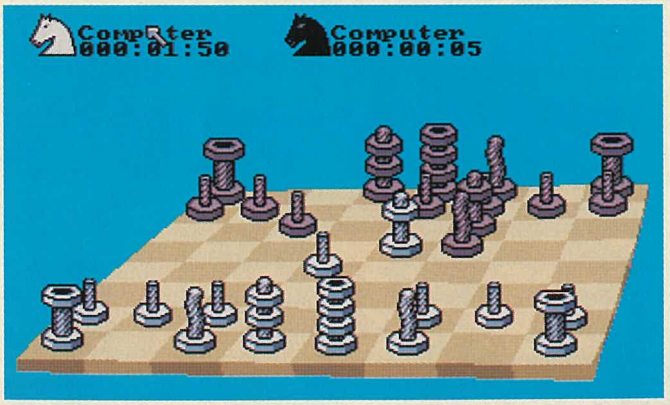
The simplist and by far the quickest way to play Chess Simulator is using the 2D option. Viewed from above the results are hardly spectacular.



The board is set, the lights are lowered. You eye up your opponent for the final time before the battle commences.

By changing the perspective it's possible to view the board from almost any angle, which includes the ability to zoom in and out. So if you fancy yourself as the aggressive and intuitive Gary Kasparov, rotate the screen as you tear the most persistent of defences apart and zoom in to despatch the opposition's queen.





Chess Simulator comes complete with five different sets of pieces. Could you ever imagine playing chess with nuts and bolts?

There are so many options with Chess Simulator you could well find yourself spending several minutes setting up the game.

ALEX

I've never found chess that exciting to play. The tiresome thinking process in between each move does cause the mind to drift. On a brighter note Chess Simulator does provide a wide choice of options, including the ability to set the computer to a simple level for the not so competant player whereas even the more experienced player will have difficulty overcoming the more advanced levels. A good investment for those avid chess players among you.

JASON

If you are a chess player you may find Chess Simulator of some interest. However, if you think chess is a little dull, as some people do, you will find this game repetitive and tedious, even with the different piece designs and difficulty levels. Personally, I would recommend you stick with Battle Chess.

ZONE

OVERALL 60

GRAPHICS 58

Producing decent graphics on a serious chess game has its limitaions. Battlechess, certainly sets the standards.

SOUND 32

Very sparse sound effects as expected. The digitised in-game speech is a novel idea but it is poorly executed due to inferior sound quality.

RATING

PICK'N' PILE

Simple ideas often turn out to be the best, as many software developers find out. Tetris for example must be one of the most widespread games ever across the range of various computer formats, even gracing the arcades. The current trend for puzzle games is outlined by the increasing number of them available on the market.

The idea of the game is simple. An avalanche of objects falls from the top of the screen and lands in a heap. Your job is to clear the screen of all the coloured steel balls by piling matching balls on top of one another. Unfortunately you can not simply put one ball on top of another as it will roll off, so support from other objects down either side is necessary.

Supporting steel blocks can be achieved using any object, although it is only possible to move certain objects. Removing an object below other objects can cause the balls to tumble, which can be used effectively to eliminate more than two steel balls at time. Failing to clear all the steel balls within the set time limit results in the loss of a life.

Other objects include bonus squares which are added to your initial score when you destroy two or more balls. On later levels you get obstacles such as fire which cannot be moved and will spread if a space is left available. Devils cause the timer to decrement twice as fast if they are left roaming around the base of a column of steel balls.

WHITEY

The major problem with Pick `n` Pile is its simplicity. The game is far to easy to begin with and you could well find yourself, as I did, playing the game for around an hour until it becomes in the least bit challenging. The action does hot up on later levels with the introduction of fire and devils, but be prepared to play for a while before hand. The game did become enjoyable the more I played it but hardened puzzle game fans will surely be disappointed by a game which promised to be so addictive yet fell down because it was so easy.

ZONE RATING

OVERALL 60

GRAPHICS 58

The graphics are very simple, and not too varied. Luckily, games such as this do not rely on graphics to sustain interest.

SOUND 38

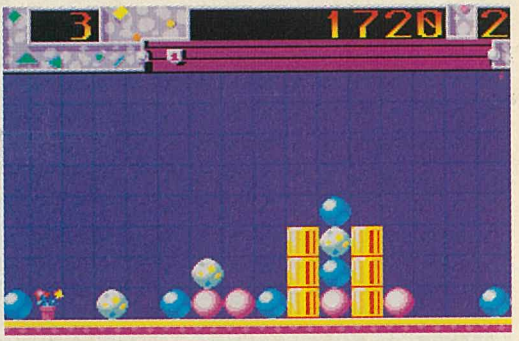
No in-game tune and sparse sound effects. The only constant sound is the ticking of the clock, which thankfully can be turned off.

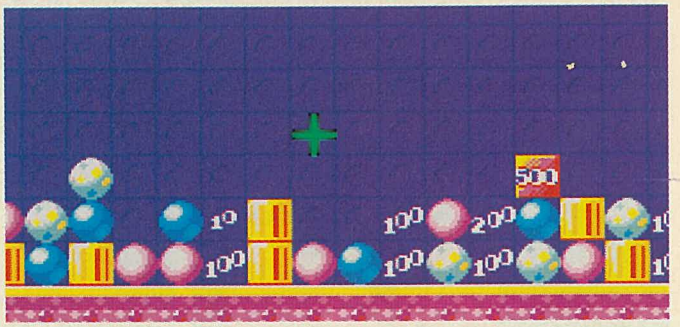
DOUG

Last month we saw the latest puzzle game, Puzznic. Like all puzzle games it relied mostly on its addictive play. However, the level of difficulty is also very important, and a simple puzzle game is not worth the disk it's written on; this, unfortunately, is where Pick'n'Pile fails: it is so simple it is unreal. On your first go it will seem to last for ages, and if, and when you do die there's no way you'll want another go. Not the sort of game I would like to spend my money on.

If you're lucky a majority of steel balls may form columns as they fall. This can give you a head start on even the higher, more complex levels.

Creating columns of balls without support can be tricky, as balls tend to roll around! Use the bricks to support the balls. Simple, eh?





A column needn`t just contain steel balls. Include bonus squares and you can multiply the points you get for destroying balls.

Beware, fire kills! Leave too many empty gaps around fire and it spreads. Eventually it will spread to the bottom and stop you smashing balls.

Oh no! Time's running seriously low and there are still stacks of balls to destroy. But don`t panic as the crisis will only get worse.

THE BIZARRIANS

This Bizarrian is probably the least dangerous of the three. With a few quick swishes of the tail this creature can disable attackers in front and behind him.

This animal is a cross between a normal lizard and a dragon. Its firey breath is almost deadly, but it can come unstuck with multiple attackers.

This creature has managed to acquire the skill of spitting fire, making him especially good at long range. An excellent mount.

The Bizarrians are a breed of creatures not native to the land of Yuria. When Death Adder invaded the land he brought enough of the creatures to supply his men. However, the creatures can be used to your own means if you can get in the saddle.

THE MINIONS OF DEATH ADDER

(Left) This man is one of the first of Death Adder's minions that you will encounter. He is fairly easy to overcome by himself.

(Left) Similar to his friend with the mace, this enemy is fairly harmless when on his own. A few good hits and he won't bother you any more.

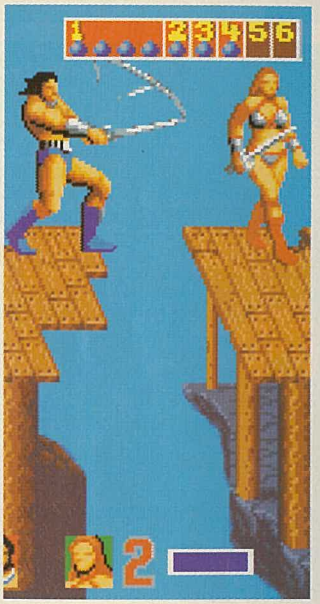
The most deadly protectors of Death Adder. Disposing of them will be tricky due to the length of their swords. But with a bit of dodging you should have them on their knees begging for mercy.

(Right) With her trusty axe at the ready this evil valkyrie will be ready to attack you at all times. Be careful they don't jump onto one of the deadly Bizarians that might be wandering around.

(Above) Their huge size gives them quite an advantage, and if you don't watch out they will kick you to the floor or smash you with their hammer before you can reach them.

These dead creatures still have a little life force left in them, but your trusty weapons can put a stop to them. Be careful, for their weapons are slightly longer than yours.

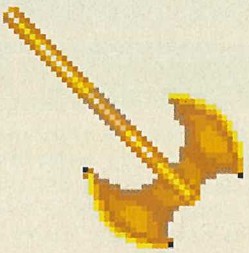
Death Adder's men aren't the only things that will prove to be a problem. A broken bridge is a sign that they have been this way. Just be careful and jump to the other side.



DOUG

I wasn't quite sure what to expect from Golden Axe. The arcade version is so good that it was obvious that the Amiga version wasn't going to match it. The graphics are very good, almost identical to the arcade, and the sound is extremely good as well. The gameplay is quite enjoyable but it is much easier than the arcade, and I completed it on my first go. The game is great fun to play as anyone who has experienced the arcade will know, but if I can beat it on my first go then so will a lot of other people. A nice game, but it most people will get fed up with it within an hour. Not one to recommend.

GOLDEN AXE



It all happened in one foul swoop. After conquering three other kingdoms, the evil and powermad Death Adder had decided that the peaceful land of Yuria would be the next link in his chain of power. His forces arrived suddenly, and from all directions, stopping anyone from warning the King and his daughter of the plight that was about to hit them.

Mercilessly his army rampaged through the land, slaying anyone who had the misfortune to get in his way, until eventually they arrived at the King's castle.

The King and his daughter were thrown into the castle dungeons for the time being, but worse still, Death Adder managed to find the magical Golden Axe, the symbol of the kingdom's power. Unless he was given total control over Yuria, Death Adder would kill both the King and his daughter, as well as destroying the sacred Axe and the hope of the people of Yuria.

The only hope for Yuria comes from outside the kingdom. Three people who have suffered at the hands of the evil Death Adder have vowed to be his downfall. These people will stop at nothing to achieve this and are now on their way to the kingdom.

Controlling one (or two simultaneously if you play with a

THE CAST

AX-BATTLER

After arriving home one day just in time to hear the dying screams of his mother, he has vowed to overthrow Death Adder and then hear him in the same pain as his poor mother. Ax-Battler has quite a good skill with magic that is better than Gilius', but not quite as good as Tyris. He also has has a good sword skill, and has a rather nifty roundhouse attack for assailants.

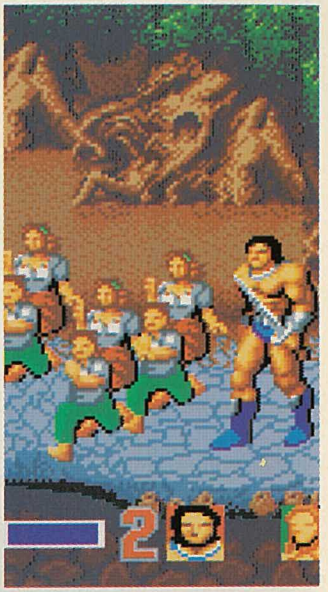
GILIUS-THUNDERHEAD

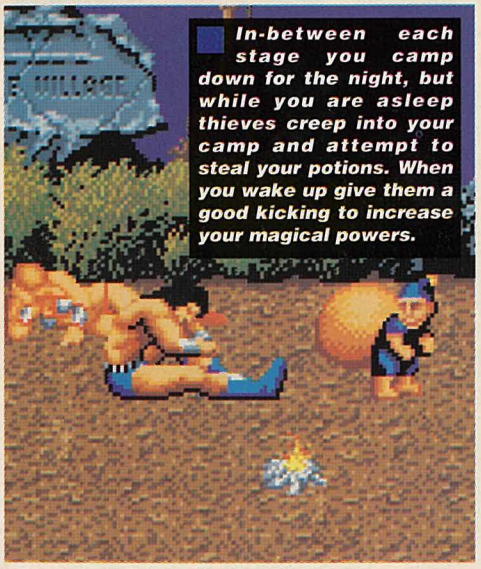
Family bonds are very strong in the dwarven race, especially between twin brothers. Gilius' brother fell at the hands of Death Adder, and for that reason he has vowed to kill Death Adder and then commit suicide and join his brother once again.

TYRIS-FLARE

Tyris is the last remaining survivor of her race. In one foul attack Death Adder's forces killed every other member of her Amazon race. She intends to slay Death Adder and then Liberate the land of Yuria. Her main advantage is her powerful magic.

A number of screaming people run past you on your way through the village. This is usually a sure sign that a dragon-lizard is up ahead.





In-between each stage you camp down for the night, but while you are asleep thieves creep into your camp and attempt to steal your potions. When you wake up give them a good kicking to increase your magical powers.

Youch! Death Adder's men start to get a little bit on top of you. So with not a second to lose you unleash some powerful magic on them. Gilius can't weild magic that well, but it can, and does, get him out of quite a spots. Tyris has the best magic ability, and when she's got full magic power she can wipe out every monster on the screen.

You make a note of your journey on a dried up piece of parchment. It won't be long before you reach the castle, and Death Adder himself.

friend) of the three characters you must make your way through the land of Yuria to the King's castle where Death Adder is presently staying. Your journey will take you through five separate locations that are being held by the enemy before you eventually encounter Death Adder for the final confrontation.

With just your trusty weapon you will have to fight off the relentless hordes of Death Adder, but there are a few things that can be found and used along the way. The most important is magic. Every now and then a small little creature will race on to the screen carrying a rather large sack on his back. If you are quick enough you can rush up to him and give him a good kick, knocking the contents of his sack to the floor ready for you to pick up.

Some of the enemy forces will attack you riding mounts. These creatures give quite an advantage to the rider, enabling him to use the creatures special attack methods; in addition, if you are on one of the creature you will not sustain any damage.

WHITEY

The arcade game, Golden Axe, was excellent in every way and I am somewhat disappointed at the Amiga conversion. Golden Axe, I imagine, must have been a very difficult game to convert and this is probably the best that could have been written. The graphics are fairly good but the game suffers from, what we call the 'Double Dragon syndrome': the game was far too easy. We completed it on our first go. I didn't find it as much fun as Doug and I found that there was a severe lack of playability.

ZONE RATING

OVERALL		**74**
GRAPHICS	Amazing graphics that are almost exactly the same as the superb arcade version. Make the game look astounding. Presentation is superb in every way.	**82**
SOUND	Some very good sound effects, but the music that plays during the game does get annoying. It would have been nice if their was an option to turn it off.	**74**

JASON

Golden Axe is reasonably enjoyable to play and will provide quality entertainment for a few hours. However, the lastability of the game is severely restricted due to the ease with which it is possible to complete it. After no more than a few hours of play you will have managed to banish the Death Adder. The graphics and sound are of a high level and are almost as good as its arcade parent which is an achievement in itself. To sum up, Golden Axe is an enjoyable game but I can only recommend it to fans of the coin-op with cash to spare.

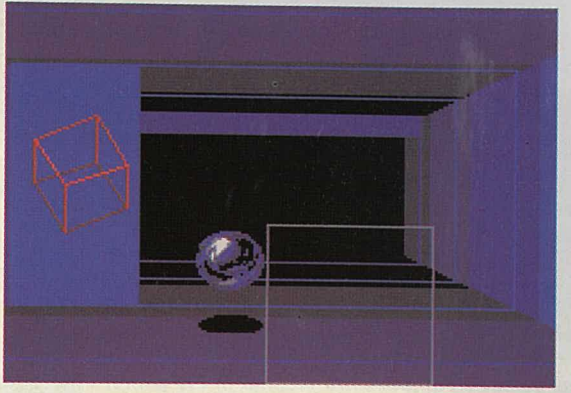
ARNIES INSIDE TRADING

AMIGA ONLY

MEAN STREETS

If you're not exactly the budding detective, you might be having a few problems. So just to make life easier we've come up with all the location codes for the people you will need to speak to, and places you will have to visit during the game. If you want you can use the codes to get right to the end of the game, but if you do you'll miss out on a lot, so I'd advise trying to play the game properly as you go.

Carl Linsky	4660
San Fransisco	4663
David Pope	6211
Sonny Fletcher	5170
Delores Lightbody	4920
John Klaus	4650
Bazil Mallory	2713
Melba Wiedbush	4122
Stanford Demille	3199
J. Saint Gideon	3891
Frank Schimming	4650
Tom Griffith	4590
Arnold Dweeb	4610
Carl's Warehouse	4675
Cal Davis (dead)	3720
Aaron Sternwood	0439
Smiley Monroe	3614
Big Jim Slase	5612
Lola Lovetoy	4603
Bus Locker (rook)	5194
Alcatraz	4550
Ron Morgan	1998
Ron's Beach House	6470
Jorge Valdez	4931
Brenda Perry	4577
Greg Call	4753
Bosworth Clark	9932
Della Lang	2111
Sam Jones	0021
Wanda Peck	4621
Law and Order Offices	5037



LIGHT CORRIDOR

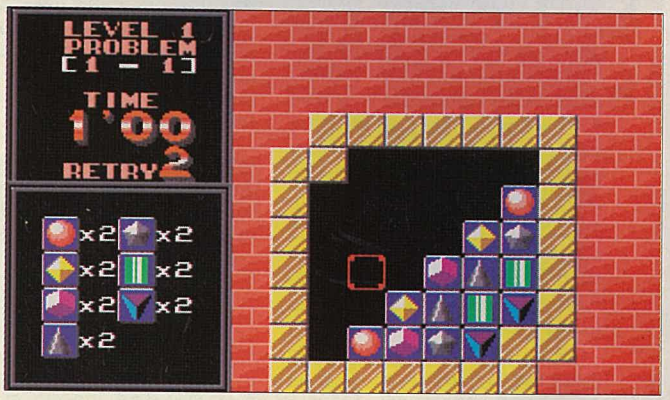
God! So simple, yet so hard. Light Corridor almost sent me round the bend, but with a little bit of patience I gradually managed to make my way to the 20th level. However, I just can't seem to get any further than that. If you can, do drop me a line. Here are the codes:

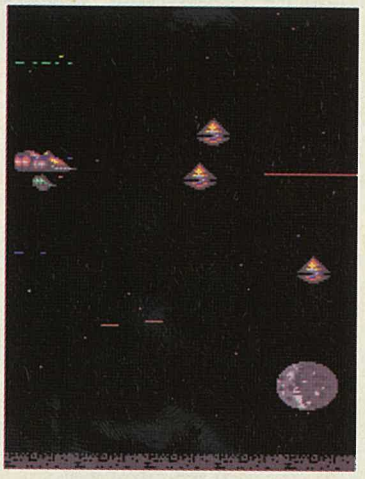
1. 0000	2. 5400	3. 0101
4. 3901	5. 2602	6. 9902
7. 4303	8. 9003	9. 6904
10. 3305	11. 9305	12. 3406
13. 0407	14. 6407	15. 2008
16. 7408	17. 4709	18. 3810
19. 0511	20. 6811	

PUZZNIC

You have to be pretty quick off the mark to get anywhere in this superb puzzle game, but if you can sit back and work ot the puzzles at your own leisure the game will cause you no problems at all.

When playing the game, press the space bar to bring up the Retry screen, but don't release the space bar and all the time that is held down the game will be paused, and you can work out what to do without having to rush.





DEFENDER II

Now this is one hard game! There's tons of action in this mega shoot'em-up, but you have to have quick reflexes if you're going to survive very long. Anyway, here are the codes for the first 61 levels, and a few cheat modes to make life that little easier.

1. START	5. FLOYD	9. FURRY	13. BEAST	17. LEMAC
21. ZIPPO	25. LAZER	29. DAFAD	33. MAMOG	37. FUNKY
41. DONKY	49. KANJI	53. IRATA	57. NEURO	61. STOAT

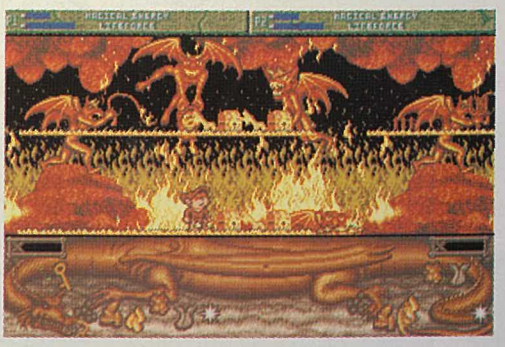
CHEAT MODES

GOATY: Makes you invincible
RAVEN: Activates the following extra keyboard commands during play:
I: Toggle invincibility on/off.
N: Go to next level straight-away.
D: Fly the first 23 levels in autopilot.
INCAS: Replaces inviso with smart laser in Stargate.
ANDES: Power is restored every time the ship's laser is fired.

SPELL BOUND

Although Spell Bound is not quite as good as some games released onto the market lately, it most certainly poses quite a challenge. So if you're stuck on one of the first few levels and just can't get any further here are a few codes to help you on your way.

2. HEYY	6. MYPI
3. OUDI	7. NTAW
4. DYOU	8. OMAN
5. CALL	



WINGS OF DEATH

ZONE

OVERALL 73

GRAPHICS 74
Average graphics that look quite good and update very well even when there`s a lot on the screen. However, they could have been a bit better.

SOUND 75
A very catchy piece of music with a fair amount of sampled sounds to listen to during the game, with quite a few decent sound effects as well.

RATING

Sagyr had made a mistake that would probably affect him for the rest of his life. He had underestimated just how powerful Xandrilia was and paid for it. Even with the power of magic running through his veins he had been unable to stop her. Now he looked into a mirror at an image he did not recognise, but knew it was a reflection of himself: long pointed ears, sharp razor like teeth, and wings of skin that connected his arms to his torso. He had been transformed into a bat.

He probably had a spell in one of his many books that could reverse the affect, but even if he could find it in his new state he would be unable to cast it. There was only one thing he could do: he must find Xandrilia and force her to restore him to his original form. He still had a simple offensive spell that he could use to protect himself, and he might be able to find some more on the way. His mind was made up. It was time for battle!

Wings of Death is your basic shoot`em-up, where you control Sagyr in his batlike form as he fights his way towards Xandrilia through seven frantic levels. There will be countless numbers of Xandrilia`s minions to combat, as well as the standard end-of-level guardians to provide even more problems.

Magics spells can also be collected from the remains of Xandrilia`s forces, and these can be used to increase your fire-power or protection. However, there are also bad spells and these negate all other spells when collected.

DOUG

I`m starting to get a little fed up with the same boring shoot`em-ups. Month after month they come out. Wings of Death is slightly better than some of the others around. Another thing that annoys me is the lack of use of the Amiga`s capabilities. Although Wings of Death is OK, there are a lot of games like this on the market, so have a good look around.

WHITEY

All the usual ingredients are there: total mayhem, blasting everything out of sight, and plenty of end-of-level aliens to tackle before being able to proceed. Sound familiar, does it? Wings of Death is just another one of those shoot `em-ups that come out about every three months. As there are so many of these games around at the moment it may prove confusing when attempting to buy one. My advice? Try and take a look at the other releases as there are far better around.

A large selection of icons are present in the game, providing you with some pretty powerful and very original weapons that aren`t found in about half a dozen other run of the mill shoot`em-ups. Once you`ve collected an icon, collecting the same icon again will increase the power of that particular weapon until it is totally awesome.

Unfortunately, Wings of Death is another below standard shoot`em-up. The graphics aren`t to bad, and the sound is quite good, but it`s just too similar to every other shoot`em-up you can buy.

With the right weapons, end-of-level guardians are a cinch, but if you encounter one with a less powerful weapon you could have quite a few problems.

Icons aren`t the only things that you can collect on your way through the seven levels. Large spheres can be collected and these are usually pretty powerful.

Sullivan Bluth Presents

DRAGON'S LAIR II TIME WARP™

Princess Daphne has been spirited away to a wrinkle in time by the evil wizard Mordroc who plans to force her into marriage. Only you, Dirk the Daring, can save her.

Transported by a bumbling old time machine, you begin the rescue mission. But you must hurry, for once the Casket of Doom has opened, Mordroc will place the Death Ring upon Daphne's finger in marriage and she will be lost forever in the Time Warp.

Be the first to play the all new Don Bluth animated adventure! Dragon's Lair II: Time Warp features full-screen animation and digitized sound with more scenes than any previous animated adventure.

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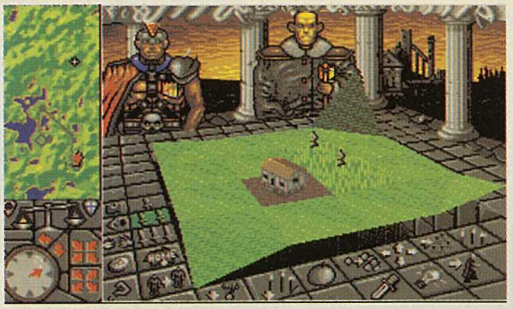
ReadySoft Inc.

CONQUERING POWERMONGER

When you begin, you'll have a small band of warriors under your command that congregate at a small village made up from a single house. You can increase the size of your army as you conquer various territories, and therefore improve the size of your home base.



DOUG

Populous was a huge success when it came out, mainly due to the fact that it was both original and highly playable; it was also very well presented. PowerMonger is as amazing as its predecessor, with graphics and sound that are even better. The gameplay is pretty scary when you first play it, and it feels as if you will never be able to remember all the controls. But with a little practice you soon get the hang of it, and the game proves to be just as addictive as Populous. There's no doubt that PowerMonger will do very well and bring many hours of enjoyment to whoever purchases it.

POWERMONGER

Populous broke all barriers of computer game technology and scooped up handfuls of awards for design and sheer ingenuity at various ceremonies throughout the year.

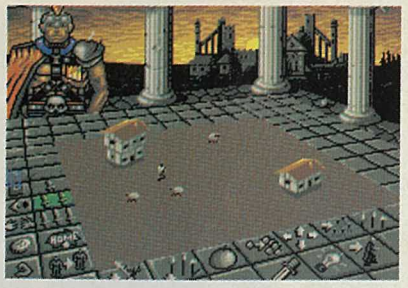
As Lord Almighty, you had to change the land in order to allow the people to prosper. At the same time, another enemy God would be trying to build up his empire until the last battle is over and the final climax reached – total elimination of your opponent's forces.

It was when your kingdom of Miremer was destroyed by a seismic upheaval that you had to start looking for a new land to civilise. Only after years of wandering the sea did you find a place worthy of your rule.

There was one small problem, though – this foreign country was already populated. Not by powerful leaders, but by petty warlords who roamed around the countryside in large bands of warriors, pillaging and conquering the land. You could, if you wanted to, join one of the armies and fight for their leader, but you were a king yourself not so long ago, and your must vow to destroy the unworthy rulers, or die in the process.

When playing PowerMonger in Conquest mode, there are 195 different territories to overcome. At first, a small island will be the only area that you can challenge, but as your army improves you can progress to something a little larger and something more prosperous.

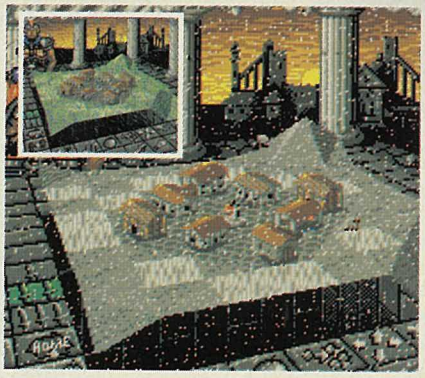
PowerMonger also includes areas of water that separate your base from your opponents'. The men under you don't hesitate to pile into small boats and row off to the distant shores, ready to do battle!



Food is a vital part of PowerMonger, as your army will gradually obviously fade out if they are not fed. Sheep and cattle can be farmed, or you can grow crops as an alternative.

The order to attack is given and your blood-lusting warriors charge forth. With you leading them, victory should only be a sword-thrust away, and soon the next battle will commence.

(Right) Battle cries galore can be heard when your men attack, but only time will reveal the result of the battle. If your army is strong and you are clever, you'll undoubtedly become victorious and your opponent's land will become yours. However, if your forces are small, the enemy could overpower you and you'll be defeated.



(Left) As the seasons pass, the weather will change. Birds chirp happily in the spring time, sheet rain falls in the Autumn and snow will appear in the winter months, making life harder for your pixelised buddies.

There are a number of key elements that you must concentrate on if you are to survive. For instance, you'll need to conquer settlements, acquire food, reinforce your army with extra men, invent new and deadly weapons and even trade different items. It is more than likely that the enemy is as powerful and clever as you, and most are equally as aggressive. In order to defeat them, you must conquer at least 2/3 of the land you are current playing in.

The conquest balance will inform you of the island status, and when you think you have control of the island, you must end the game. The computer will then tell you that you have won, or alternatively that you have been defeated. After one territory has been taken by your good self, another adjacent land can be invaded. You cannot take your spoils with you on your next trips, so your army will be reduced to its original warriors and the game will, in effect, start again.

ZONE RATING

OVERALL 82

GRAPHICS 83 Powermonger's graphics feature vast three-dimensional lands based loosely around the idea of fractal scenery. The icons are very neatly laid out.

SOUND 80 Sheep kick up a fuss when under attack, the clash their swords together in battle and even your commander okays each order given!

ALEX

PowerMonger is the sequel to the award-winning Populous, so I was expecting something awe-inspiring. Thankfully, that is exactly what PowerMonger is – stunning! At first, the game may seem a little daunting due to its size and initial complexity, but that soon passes when you learn how to use the various icons. The graphics are superb, and the sound is also first-class. Populous deserved to win the awards it did, and now I think it's time for its successor to take its place. PowerMonger is definitely state-of-the-art software and should not be missed.

JASON

PowerMonger is essentially a very detailed wargame. Not only do you have to control your forces and captains but you are also presented with the problems of supplies and the civilian population. At first PowerMonger is a little daunting – keeping track of what is happening is more than a full time job. However, you soon get the hang of things and are able to control your forces and get them to do what you require with ease. PowerMonger is an addictive game that will prove a worthy successor to Populous. I recommend it highly to fans of Populous and promise you that you will not be disappointed at all.

B.A.T.

JASON

Being a role-playing game fan I was looking forward to the arrival of BAT , and I wasn't disappointed. The graphics and sound are very atmospheric and are of the highest quality. Gameplay isn't let down either. Once you start playing it is hard to stop. BAT is set to become a classic game that will keep many adventurers coming back for more.

It's the 22nd Century and surprisingly Earth remains a relatively peaceful planet. Unfortunately, this can not be said about the planet Selenia. This over-populated place is under threat from a psychopath by the name of Vragnor. Having escaped from the clink with the help of fellow criminals, he is threatening the future of Selenia. His plan is to blow the planet to pieces using chemical weapons.

Earth certainly can not sit back and allow this lunatic to have his own way, as it would seriously damage business. Selenia is one of Earth's biggest business associates, and the two planets have built up a firm relationship by trading with each other.

This is where you come into the fray. You are fortunate enough to be employed by one of Earth's crack forces, the Bureau of Astral Troubleshooters (BAT). As their top agent you get the responsibility of being flown to Selenia to seek out and hopefully dispose of Vragnor before he commits the dirty deed.

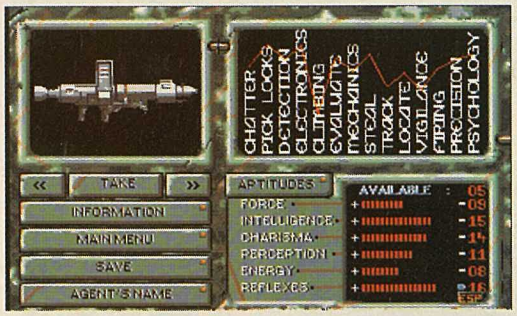
Your first task is to use the set up screen to decide which powers you feel may benefit you on the mission. Given a certain number of units you must distribute them carefully between each power: force, intelligence, charisma, perception, vitality and reflexes.

Also from this screen you must buy weapons that will be handed over to you as soon as you arrive at Selenia. At this stage you must save your character details to disk and the game will begin.

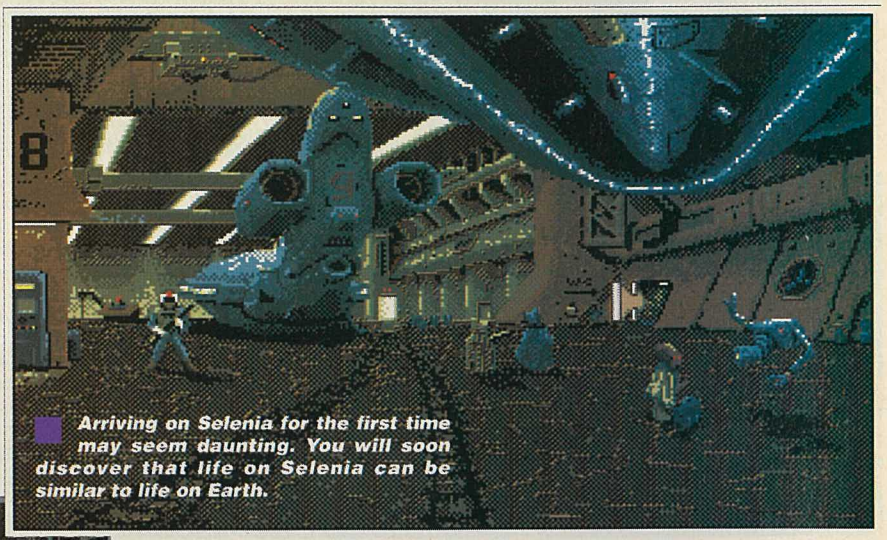
BAT is a role playing game set in over 1,000 different locations, and is totally mouse controlled. Moving the cursor over different objects, characters and so on, and clicking on the left mouse button will usually produce a response.

The mouse pointer itself will change depending on what it is on. Moving over a character for example the icon will change into a speech bubble, whereas moving over an exit, a doorway or down a street it will change into an arrow to indicate which

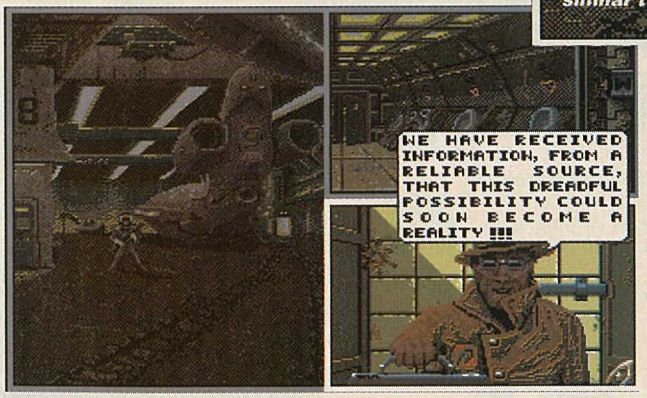
Your first task to is to create your character. You must also purchase here any weapons you feel may help you on your mission.



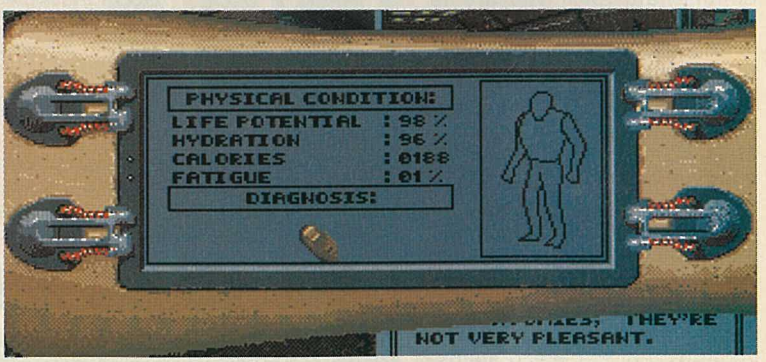
Would you talk to this strange man in a public toilet? It may be advisible as he details your mission and gives you weapons.



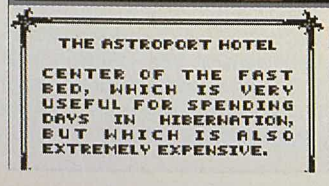
Arriving on Selenia for the first time may seem daunting. You will soon discover that life on Selenia can be similar to life on Earth.



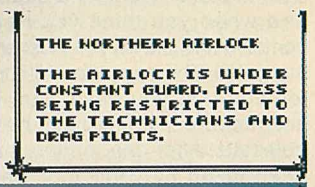
Implanted in your left arm is your computer containing four different programs. This particular program gives information on your physical condition.

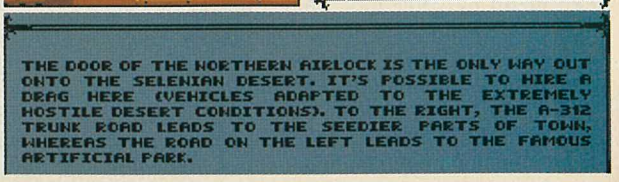


Super heroes still need to eat and sleep but dossing on the floor is certainly not recommended. So why not spend a night in the expensive Astroport hotel?


THE ASTROPORT HOTEL
CENTER OF THE FAST BED, WHICH IS VERY USEFUL FOR SPENDING DAYS IN HIBERNATION, BUT WHICH IS ALSO EXTREMELY EXPENSIVE.

Guards on Selenia have the difficult job of keeping law and order. Stepping out of line can be dangerous, so behave!




THE DOOR OF THE NORTHERN AIRLOCK IS THE ONLY WAY OUT ONTO THE SELENIAN DESERT. IT'S POSSIBLE TO HIRE A DRAG HERE (VEHICLES ADAPTED TO THE EXTREMELY HOSTILE DESERT CONDITIONS). TO THE RIGHT, THE A-312 TRUNK ROAD LEADS TO THE SEEDIER PARTS OF TOWN, WHEREAS THE ROAD ON THE LEFT LEADS TO THE FAMOUS ARTIFICIAL PARK.

ZONE RATING

OVERALL 80

GRAPHICS 82
Graphically, BAT is very impressive. Total Recall-style backdrops are mixed with exceptionally good animation and sprites.

SOUND 72
The soundtrack which plays throughout is fairly immpresive, but can get tiresome. The option of sound FX would have been appreciated.

direction you can move.

Pressing the right mouse button displays the standard game menu. From here you can control the use of objects, money, health and also the ability to look and search. Pressing the left mouse button using the standard pointer gives you access to your personal computer.

Implanted in your left wrist this can be used to check on bodily functions, translate languages, speed up or slow down your pulse and be programmed! By programming the computer you can get early warnings of any nasty characters in the vicinity and also be informed that you're hungry or thirsty.

Interacting with characters is the major factor in the hunt for success. Clicking on characters reveals a menu from which you can greet them, ask them questions and find out the date and time.

Getting from place to place is simple. You can either catch an auto-cab or take the drag: a space craft which is flown by yourself in true flight simulation style.

WHITEY

As far as RPG games are concerned this is certainly a breath of fresh air. A lot of thought has gone into the game design and the control method. The changing mouse pointer is an inspiration and allows the game`s various objects and characters to be accessed very speedily. Although the storyline is very simple the game remains totally absorbing. In terms of ease of use this should appeal to most. Highly recommended.

DOUG

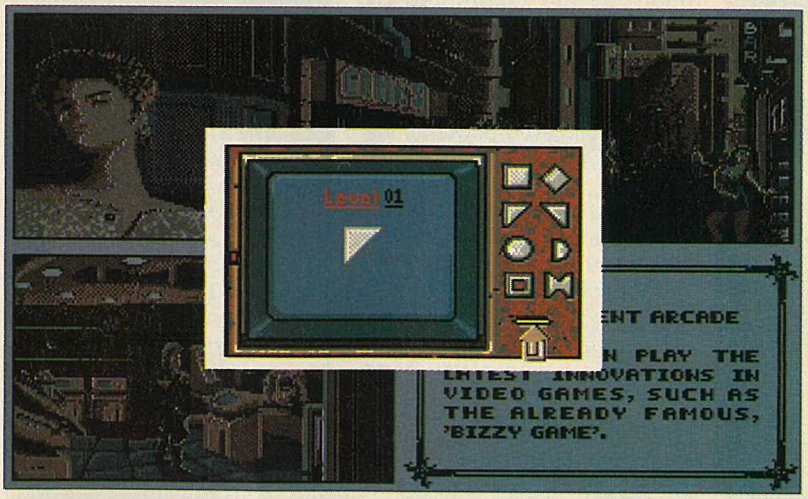
As far as RPG games go, BAT is one of the best I have seen. The graphics are excellent and it is obvious that a great deal of time has been spent on the game. There is a high level of interaction and the cursor arrow, which changes in different modes, is a very attractive idea. Animation is fluid and realistic and the whole product wreaks of professionalism. I would definitely recommend BAT as one of the best products of the year and would suggest that fans of other genres give it a go.

The sharp eyed among you may notice the speech bubble icon. This will change depending on what sort of object you move the cursor over.

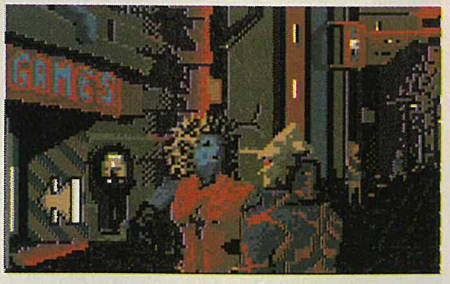
Fancy a good time? Going with one of these ladies could give you new clues. But be prepared to pay for it – it's expensive.

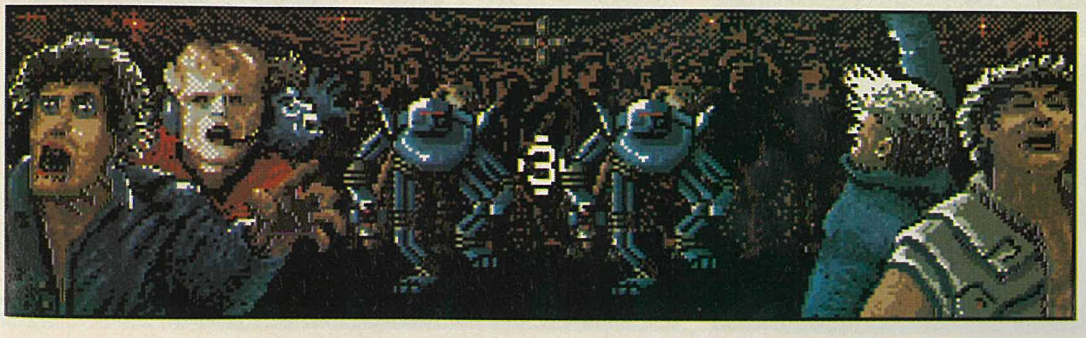
14:16 MONDAY 6 JANUARY 2174

AT THE START OF THE A-312 TRUNK ROAD YOU'LL FIND A WHOLE NEIGHBORHOOD LIVING OFF THE IMMORAL EARNINGS OF CRIME AND CORRUPTION. IT'S KNOWN COLLOQUIALLY AS THE 'HOT QUARTER'.



Visiting the local arcade can prove rewarding. Even playing a simple shape matching game can give you vital clues.



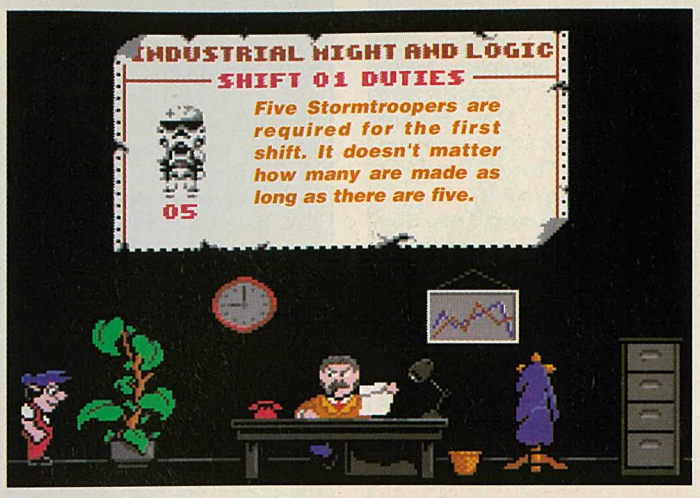


(Above) A unique feature of BAT is the intelligent mouse pointer. The icon will change its image depending on what you are pointing at. For instance, pointing at a character will change the icon into a speech bubble.

Attacking anybody can be dangerous although most people will flee in terror. Ensure you are well prepared for battle.

NIGHT SHIFT

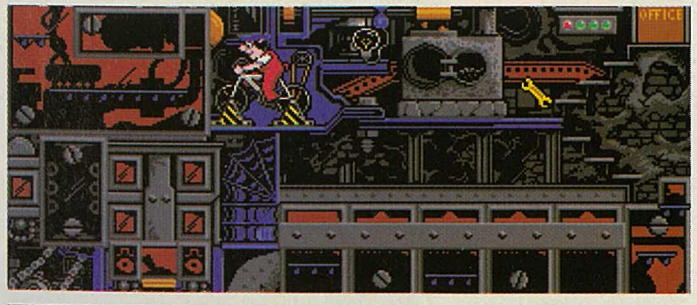
The Night Shift worker, Mr. Fixit, enters the bosses office where he is told of his first assignment. He must attempt to make five Star Wars Stormtroopers.


INDUSTRIAL MIGHT AND LOGIC
SHIFT 01 DUTIES
Five Stormtroopers are required for the first shift. It doesn't matter how many are made as long as there are five.
05

HANDY TOYMAKING UTILITIES

THE VACUUM: Always use the Vacuum Cleaner to get rid of those pesky Lemmings.
THE WRENCH: Use the Wrench to tighten the bolt on top of the Resin Mixer.
YOUR HANDS: Use your Hands to ride the bicycle, flip switches and knobs.
THE MATCH: Use the Match to light up both the Burner and the Melting Furnace.
THE BALLOON: Use the Balloon to get higher up on BEAST quickly.
THE UMBRELLA: Use the Umbrella to fly down BEAST quickly.
VENUS FLY TRAP: Use the Venus Fly Trap to capture the Lemmings.

To enable our worker to successfully make toys he must leap around BEAST toggling switches and keeping the burner going. It all sound easy but the action soon hot up.



The toy industry is booming at the moment and the firms are battling for supremacy over the ever-buying public. Toys are now a valuable commodity and the company that can produce the most will definitely hold the monopoly.

IML (Industrial Might & Logic) are out to take the title as best toy developer ever and they have hired only the best staff to man their toy-making machine - BEAST. IML hires only those that are willing to work and those that fail them are instantly dismissed. They specialise in the production of miniature figures which include Indiana Jones, Luke Skywalker, Darth Vader, R2-D2 and C3-PO. You'll notice that these are all members of the Lucasfilm family.

You witness the IML ad in the newspaper and instantly make your way to their offices. On visiting the boss you are given the job and told of your first task. You must make five Star Wars Stormtrooper toys within a certain time limit. Fail and you'll be booted out of IML.

On walking onto the shop floor you are confronted by BEAST. Standing 100 feet tall and full of complex machinary, you can see why it has been nicknamed BEAST. The first thing you'll have to do is power up the generator which is performed by leaping onto a bike and pedalling as fast as you can. Once the generator is on full power you must then leap up to the top of BEAST and toggle certain switches that control vats and conveyor belts. As soon as the whole process has been estabilished, the toys will start popping out of the machine.

The action really hots up once the toys are coming out on the production line. You'll have to make sure that when the heads and bodies are assembled in the right order. No one wants to buys toys that have the heads and bodies mixed up. This is where the switches come in as these can be altered to either left or right movement. This way any unwanted bodies or heads can be got rid of so that they eventually affix correctly. The toys will change colour but provided the correctly coloured heads match the bodies then you will be okay. Any multi-coloured toys will be trashed.

WHITEY

Lucasfilm are probably the best software house around in my book. Their games are always of a very high standard and it is obvious that a great deal of research and care goes into their products. Night Shift is consistent with Lucasfilm's past excellence and the concept is both original and great fun. The graphics are very good and BEAST has to be seen to be believed. The loading is a bit of a problem as it does take a little too long but Night Shift is still an excellent game. I am a great fan of Lucasfilm games and believe they are one of the best development teams around. See Santa, immediately.

ZONE RATING

OVERALL 82

GRAPHICS 80 The BEAST is fantastic and very daunting. Some neat little touches here and there spice up the fun and the main character has been animated well.

SOUND 83 Plenty of mechanical effects that make BEAST sound just like her name implies. The main tune is also very pleasant as are the in-game effects.

ALEX

Nightshift is yet another excellent game from the capable hands of Lucasfilm. Past releases include the superb Battle of Britain and Battlehawks 1942, as well as their adventure such as the Indy quest and Maniac Mansion. However, Nightshift is totally different from past releases, as it combines arcade action with a game that needs a little thought. The graphics are great, as is the sound, and the game plays like a dream. The end result is a superb game that is well worth buying.

Eventually, time will run out. Time is indicated by a candle that burns down to nothing at which time the shift ends and your progress is checked. Points are awarded for figures made, even though they may be different colours. The points are soon reduced when the number of mistakes are calculated. Once all this accounting is over you will be left with your wage. From here, it is back into the bosses office for either another shift or the sack, depending on whether or not you accomplished your task correctly.

DOUG

When you hear that there's going to be a new Lucasfilm game you tend to think of one of their brilliant adventures, or an action packed flight sim. Well, this time they have ventured into the world of the arcade game and attempted to bring out a quality platform game - and of course they've succeeded in doing so. The game is quite hard to get used to, but once you understand how it works, and what everything does, it plays like a dream. BEAST is magnificent and will you gaping with awe. The characters from Star Wars and other films are quite nice too. Lucasfilm sneaked in some of their games characters also. Yet another smashing game from Lucasfilm.

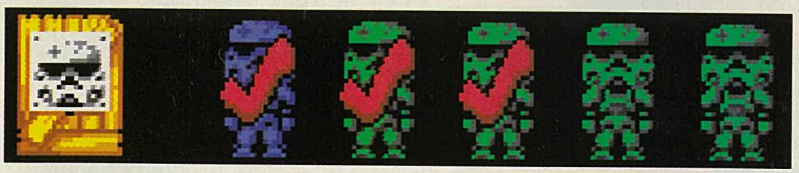
Mr. Fixit can use the conveyor belts and loading platforms as a stairway to the very top of BEAST. It's easier climbing up than it is to get down!

The first thing that Mr. Fixit must perform is to light the burner. He will soon find that the Resin Mixer bolt needs tightening up and the plug kicking in.

At last! The whole system is now running smoothly. The figures have to be the same colour and in the correct order - unlike the one above.

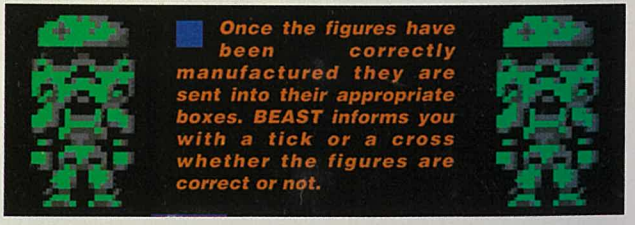
IML OR ILM?

Night Shift's IML actually stands for Industrial Might and Logic and is more apt than you might imagine. When Lucasfilm created Star Wars and the Indiana Jones movies they set up a special effects company which they entitled ILM. ILM stands for Industrial Light and Magic. The similarity with IML is plain to see. The logo of ILM appears as a magician holding a wand and casting magic into the air. IML have a factory worker holding a spanner and throwing a question mark into the air. A very neat trick I think you'll all agree but it didn't catch any of us out!



At the end of each shift Mr. Fixit's progress is accessed. Correct figures are marked with a tick and a bonus awarded.

After a long yet pointless stay at the IML factory, Mr. Fixit fails to deliver the specified amount of toys. He is called into the boss's office and given the sack. His contract with IML is CANCELLED and he is kicked off of the premises. Fortunately, IML aren't that mean and they are willing to give him another chance.



Once the figures have been correctly manufactured they are sent into their appropriate boxes. BEAST informs you with a tick or a cross whether the figures are correct or not.

TEAM YANKEE

The title Team Yankee may not mean much to you but over in the States it is somewhat of a household name. It comes from the book of the same name which is written by Harold Coyle and achieved New York Times Number 1 bestseller. Team Yankee revolves around a U.S. Army tank unit that has been stationed in Germany during the opening days of the third world war which is being fought with conventional weapons. The man responsible for his squadron, plus two other tank platoons and a mechanised infantry platoon assisted by antitank vehicles, is Sean Bannon. In the role of Sean you must take control of the war theatre and utilise your arsenal to full effect.

Once you have signed on at the file selector you will then be given your first assignment. As Private, this will not be too hard but as you progress in rank, so the missions increase in difficulty. A map showing your platoon's squadron, enemy squadrons and any surrounding countryside will be displayed along with a notebook telling you exactly what to do. From here you can also set the time for an artillery bombardment. Once you have read the notes and jotted down your directives, you can then proceed to the battleground by clicking the cross-swords icon.

The Russian units will take a little time to arrive so it is best to direct your squadrons into the formation you will require when you eventually engage the enemy. The main display is split between your four squadrons and each one can be selected individually. Through the many icons you can choose to view the map, the tank view or the damage summary sheet.

ZONE RATING

OVERALL 82

GRAPHICS 84

Team Yankee comprises 3D graphics for the scenery and perfectly recreated tanks that are magnified. This means that a great amount of detail can be included.

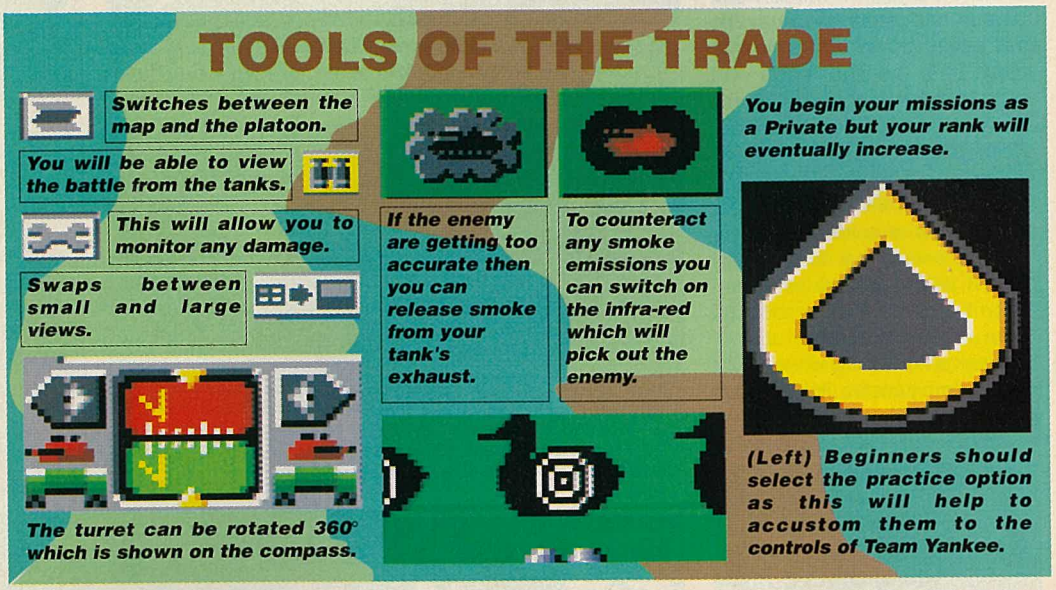
SOUND 80

Sound has been used extensively in Team Yankee and as well as the rumble of the tank tracks there are some excellent explosion and machine gun effects.

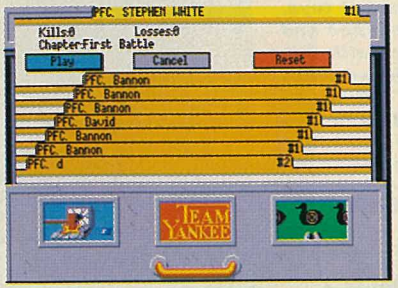
ALEX

Comparisons are bound to be made between Team Yankee and of course, M1 Tank. Team Yankee, though, is heavily influenced by arcade action instead of being a full-blown simulation like M1. Even so, it requires great thought and although the game takes just a few minutes to learn, it'll take many a game before you'll be really proficient in co-mmanding an MBT. Ample variation is provided by the vast number of options available, and the progressive difficulty levels make Team Yankee a game to look out for.

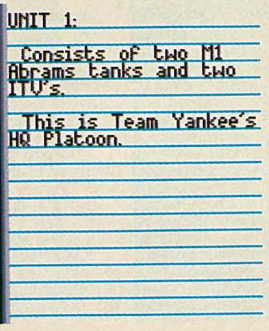
TOOLS OF THE TRADE

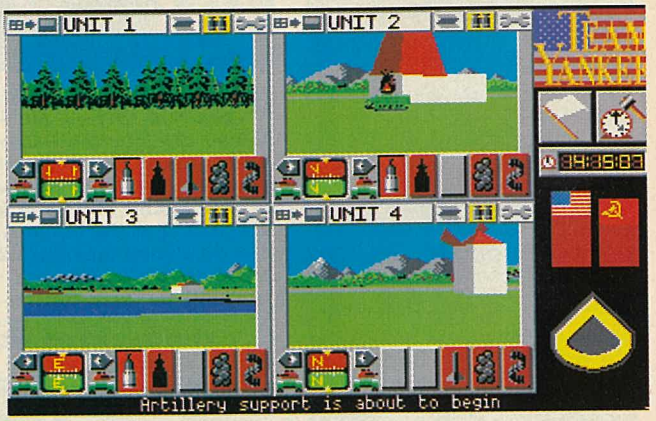

Switches between the map and the platoon.
You will be able to view the battle from the tanks.
This will allow you to monitor any damage.
Swaps between small and large views.
If the enemy are getting too accurate then you can release smoke from your tank's exhaust.
To counteract any smoke emissions you can switch on the infra-red which will pick out the enemy.
You begin your missions as a Private but your rank will eventually increase.
The turret can be rotated 360° which is shown on the compass.
(Left) Beginners should select the practice option as this will help to accustom them to the controls of Team Yankee.

When you sign on it will be only as a Private but if you follow out your orders and complete your missions successfully then you will be up for promotion in no time.



(Right) On entering your name on the file selector you will then be presented with the Battle Map. From here you can select certain objects and glean information about them.





(Above) There are four tank platoons altogether and each one can be accessed individually through the main battle display. The binoculars icon will allow you to enter the main tank of each squadron.

Each tank platoon is capable of emitting a smoke cloud which will hinder the enemy's accuracy when firing against you and should the enemy do the same you can switch to infra-red. Each tank comes with a variety of weapons including; HEAT – a high explosive anti-tank round; MACHINE GUN – which has an infinite amount of rounds; and the SABOT – an armour-piercing tungsten shell. When fired, via the lock on target, a weapon will take a few seconds to be reloaded.

From the map screen you will be able to direct your platoons. Movement is conducted through a cross-hair. Once the destination has been set, the platoon's speed control bar should then be raised until full speed has been attained.

The enemy platoons also appear on the map as well as villages and forests. The forests provide excellent cover and some contain dirt tracks where the enemy can often be found hiding.

Once you have completed your mission, you will be informed of how well you performed and accordingly promoted. It will then be on to the next mission which will be slightly harder than the last.

WHITEY

While not as true to life as M1 Tank Platoon, Team Yankee offers an excellent introduction into simulated software. There is a fair amount of strategy required but that essential ingredient of being able to blast things away has not been neglected. When I first saw the game I was a little concerned about the number of icons present on the screen. This proved to be no problem at all and I found Team Yankee extremely easy to get into. The graphics are fast and relatively smooth and the tanks have been superbly animated with great attention to detail. Empire are definitely on to a winner with Team Yankee. This has to be a must for anyone with a line up of strategy games, and almost sits on the top of the pile.

DOUG

I found Team Yankee great fun. Although the game isn't as heavy a simulation as the likes of M1 Tank Platoon, it's still very strategic and requires a great deal of thought and calculation. The graphics are superb and the way they magnify is brilliant allowing for a lot of detail. The ample number of options makes the game's lasting appeal considerably longer, and the game gets gradually harder as you progress through the various missions to keep it challenging.

WEAPONS

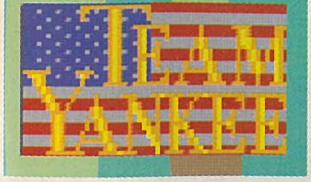
H.E.A.T – A high explosive anti-tank round that proves very effective against the enemy.

SABOT – The Sabot is an armour-piercing tungsten shell that is very accurate at a long distance.

TOW – The Tow is a high-range anti-tank missile. The Tow missile can only be fired when the tank is stationary.

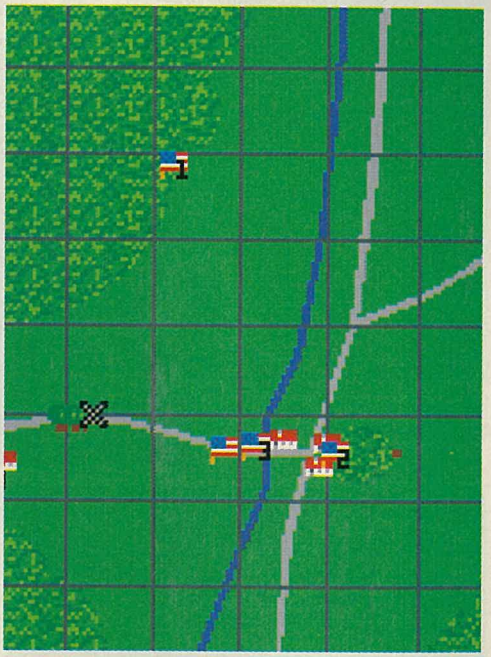
MACHINE GUN – The machine gun is always available to the player and has infinite rounds.

SMOKE – A smoke grenade which allows enemy vision to be obscured until it clears.



As the enemy progress towards the village and your platoons, you decide to place a squadron on the outskirts of a forest which provides excellent camouflage.

The enemy produces a smoke screen and visibility is reduced. Fortunately, you are armed with infra-red detection which reveals the enemy.



(Below) On conferring with the map, you discover that the Russian tank platoons are on their way. You must then disperse your platoons to their best advantage in battle.

A LESSON IN MANOEUVRES

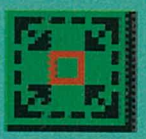
The magnify option allows you to see each platoon at close range.

To get an overall view of the battle, it will sometimes be necessary to zoom out.

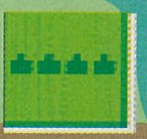
Once your units have reached their destination their speed must be reduced to zero.

This reduces vehicle spacing to 50m.

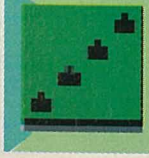
This increase s vehicle spacing to 100m.



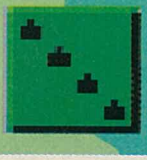
Places all vehicles in a line abreast to each other.



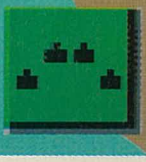
Places all vehicles in a line ahead of each other.



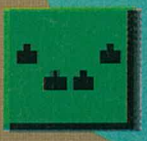
Places all vehicles on a left to right diagonal.



Places all vehicles on a right to left diagonal.



Places all vehicles in a wedge formation.



Places all vehicles in a Vee formation.

BLITZKRIEG MAY 1940

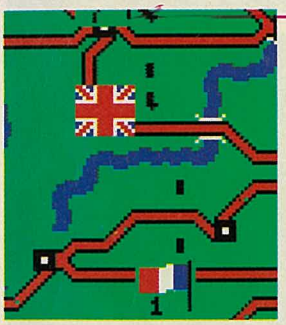
Ever fancied taking control of Nazi Germany to invade such countries as France and Poland? Well now's your chance. With the help of Blitzkrieg May 1940 it's possible to take up the role of either the allies or the Germans. Choosing the May 1940 option it's possible to fend off the Germans, whereas the Blitzkrieg game gives you full control of all Germany's forces.

Blitzkrieg is the name given to a set of tactics better known as "lightning war". Such tactics were employed with great sucess by the germans who eventually invaded most of Western Europe. The attacks were launched on May 10th 1940 and by June 14th Paris was under the complete control of Hitler.

The game is fully operated by mouse and single keystrokes and played using the multi-directional map which details most of Western Europe and displays all the major cities, roads and rivers. Zooming in on part of the map allows you to view all your forces which mainly consist of soldiers, tanks, artillery and armoured.

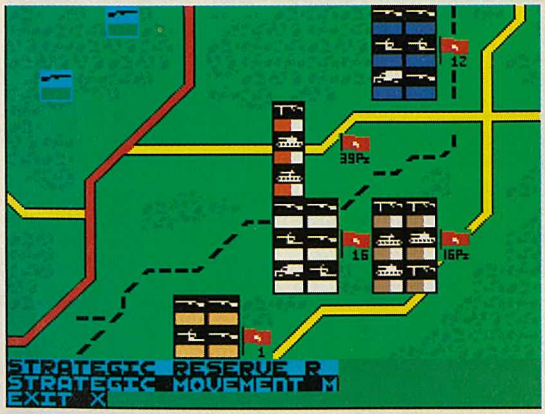
Issuing orders to the armies is the key to success. Each unit is colour coded and split into two sections which can be used to either attack or form a defensive wall. Once you have defined your strategy it's simply a matter of sitting back and watching the action take place. An option to let your commanders make decisions is also available.

A percentage rating is given to each army which is taken into consideration in battles. An army with a high percentage is more likely to conquer other armies than those with a low percentage. A percentage below 45 usually means the end of the army.

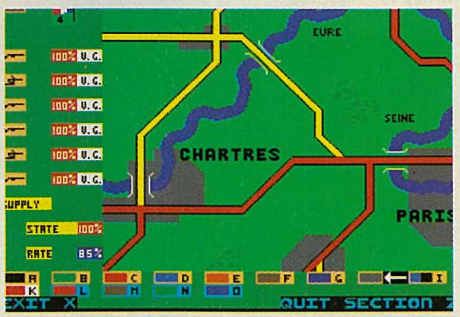


The main screen is a small scale map of Europe. By pressing the left mouse button it's possible to zoom in on any area.

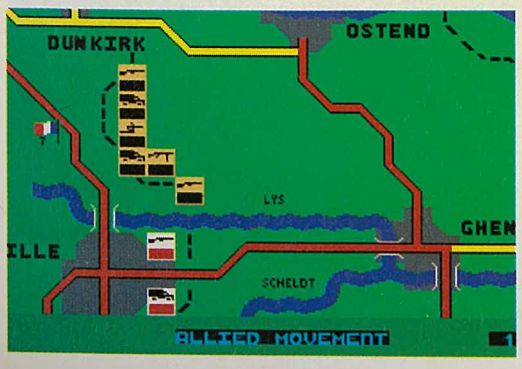
(Below) The tactical map displays a magnified area. Here you can get a detailed view of all the units and terrain and view the battle theatre.



Information windows provide statistics on selected units. From these windows you'll find out what sort of state each unit is in and whether they are fit for battle.



You can watch all allied and enemy strategic movements. Once selected, the path of the unit is followed with the screen automatically.



Getting information on any unit is easy: Simply select the unit required by clicking on any one of the representing flags.

ALEX

Playing the role of Nazi Germany certainly seemed to be an exciting and compelling prospect, but unfortunately the game does not live up to the initial expectations. The gameplay is slow and cumbersome and defining the orders can be quite boring. Once the orders are setup the action does hot up slightly. I certainly doubt the lasting appeal of the game especially once you have completed the two different roles. It should appeal to beginners.

STEVE

I find most wargames enjoyable and I was looking forward to Blitzkrieg May 1940. On loading though, I found the game to be a little boring and just too slow. Once I had allocated all my orders, which does take a little time, the game did become more interesting and watching the ensuing battles fairly enjoyable. After an hour or so I did find it tedious and I therefore lost interest. I would recommend Blitzkrieg May 1940 only to those who are starting off with wargames.

ZONE

OVERALL 54

GRAPHICS 32

Quite surprisingly the scrolling is very fast and smooth, but unfortunately the actual graphics are very poor and leave a lot to be desired.

SOUND N/A

RATING

DEFENDER II

ZONE

OVERALL 77

GRAPHICS 58

Defender II hasn't got the best graphics I've seen, but they move very fast and don't slow down no matter what's happening on the screen.

SOUND 90

The title tune to Defender II is absolutely mind-blowing, with sampled guitars and other instruments. The sound effects are just as superb as well.

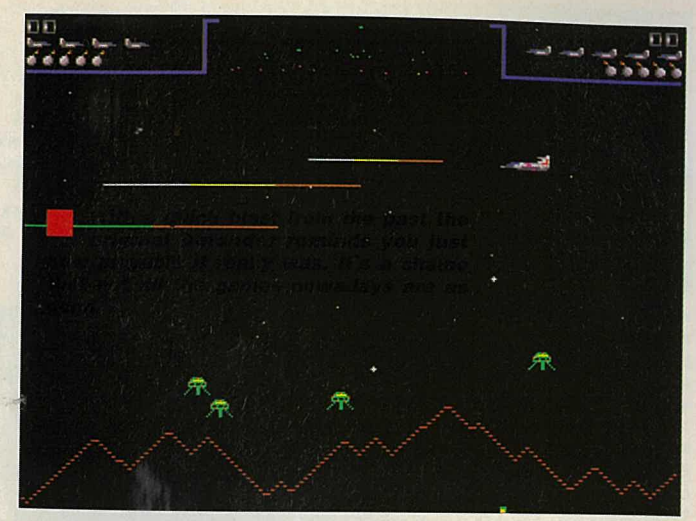
RATING

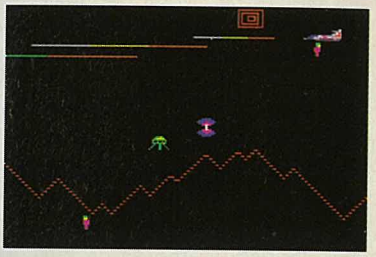
Apart from Space Invaders, Defender is probably the most well known oldie that was at the arcade oh so many years ago. When it was released it broke new barriers, with super fast and colourful graphics, and a whole array of different aliens to combat with your small selection of weapons. Although games have come a long way since then, a lot of them still fail to grab the fast and furious action that appealed to so many players.

One person who managed to incorporate both these qualities into all of his games was Jeff Minter. With his psychodelic colours and a whole host of different animals he brought out game after game, all of which were immensely popular, and pretty inexpensive; and it is probably for these reason that he is the man behind Defender II.

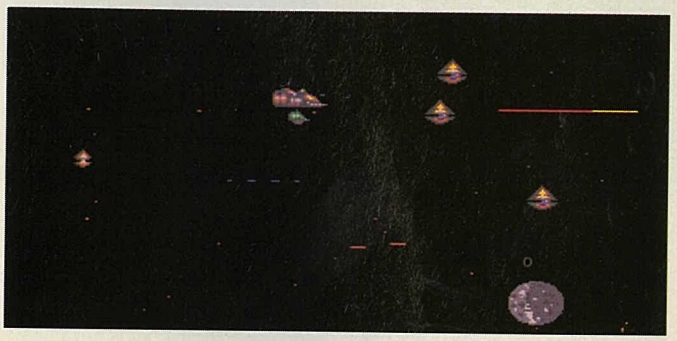
Defender II is basically the same as Stargate the original Defender sequel, but with upgraded graphics and sound, plus a larger selection of weapons for you to use against the hundreds of deadly aliens. The game is quite a bit faster than the original, and certainly a lot harder, so to save you having to play the same old levels over and over again there is a warp code every few levels to enable you to start from that position instead.

Although Defender II is the main attraction, it is not the only game that you get when you buy the package. Also contained on the disk are copies of the original Defender and Stargate with the same old graphics and authenticity.

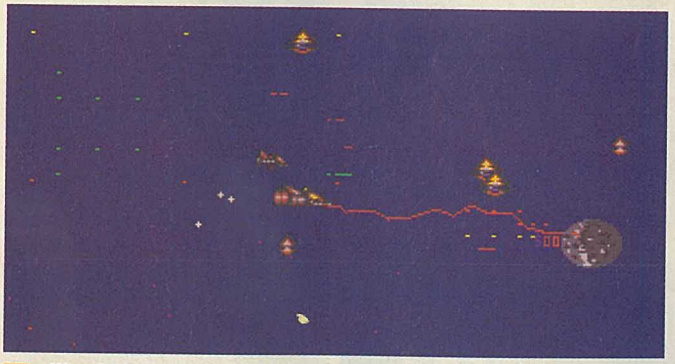




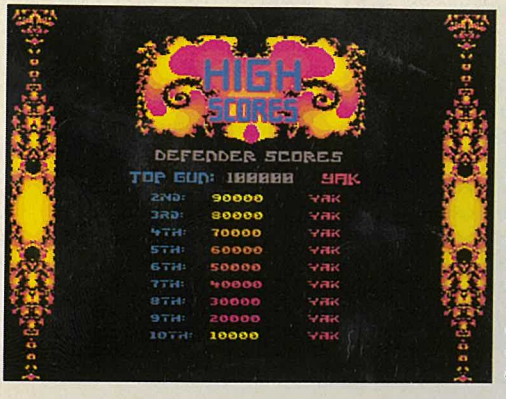
Stargate was the proper sequel to Defender, and Defender II is really just an upgraded version of it, with a bit more added. But when the game's as good as this one, who's complaining! Get out there and save those humans from a fate worse than death.



Using the mouse you have total control over the movement of your ship, but the weapons are a different story. Smart bombs, lasers and everything else are activated by various keys on the keyboard.



Wow! there's a whole load of weapons at your disposal in Defender II, each one helping in a slightly different way. But by far the best one is the smart laser. With one tap of the button it is unleashed and homes in on the enemy and blows it away.



Well, you wouldn't have guessed that Jeff Minter had something to do with this game. Loads of psychadelic colours, hundreds of deadly aliens, a larger selection of weapons fast and furious action: far out man!

DOUG

Even with the thousands of games that have been released since the I first played Defender II it still rates very highly. Including the two original Defenders was a nice idea, but I doubt whether anyone will really play them considering how good Defender II is. The only slight grief I had was that the game was just slightly to fast, although this didn't detract. If you're after a classic shoot'em-up, look no further. Welcome back Defender.

WHITEY

Defender II just goes to prove that the old formula can prove to be the best. Atari have made a very good move with this release. It could so easily have failed and it is nice to see that they have bundled the first two Defender games in with the enhanced version. Graphically, Defender II is far superior than the first game and the action is much more hectic and action packed. This is definitely a worthwhile addition to your collection.

GETTYSBURG

Dr Peter Turcan has been commissioned to write six Battlescapes games and Gettysburg is his third in the series. Armada established the Battlescapes games as the no. 1 favourite among wargamers and with each new product, they are getting better and better.

Gettysburg was the most important of all the battles that made up the American Civil War. The Confederate Army, under the legendary leadership of General Robert E. Lee, had largely held the initiative. But on the aftermath of the war, it was obvious that the initiative had swung to the North.

Gettysburg recreates the events that led up to the confrontation as well as the actual battle itself which involved 70,000 Rebels and 90,000 Union forces.

The battle was long and bloody and the scene after was of death and destruction. Onlookers viewed the battle like supporters at a football match and there were often rumours of looting bodies when the battles had ended. Several individual encounters occurred during the battle but it was the Union army, and in particular, General Howard, who managed to hold the upper hand.

Gettysburg comes in the same vein as Borodino and Armada. the graphical displays have been enhanced with clearer icons and a far more complex map. It does take a while to draw each scene but this does not detract as battles often require a great deal of waiting.

I must mention the sound here as it is excellent and adds to the game's appeal. This is a real first for Battlescape games and I hope it continues. Peter Turcan has made war games enjoyable for all games players and I believe that they will attract more and more people into this relatively unknown, side of the games industry. Keep your eyes peeled for Dreadnought.

DOUG

As far as wargames go, Gettysburg has to be the best I have seen. Instead of masses of commands and a boring display, Gettysburg contains a parser that is extremely easy to use, superbly recreated maps and sound effects that enhance the games overall appeal. I hope that people who have not been introduced to wargames take a look at Gettysburg as I think battlescapes games are a worthy introduction to war games.

WHITEY

The graphical views of Gettysburg are fantastic and considering all the detail, the screens re-draw extremely rapidly. Sound is also a nice addition and there are some very nice effects. I have to be honest in saying that I believe that Gettysburg will only appeal to strategy fans but for those of you who purchase the game, I can assure you that you will not be dissapointed.

ZONE RATING

OVERALL 89

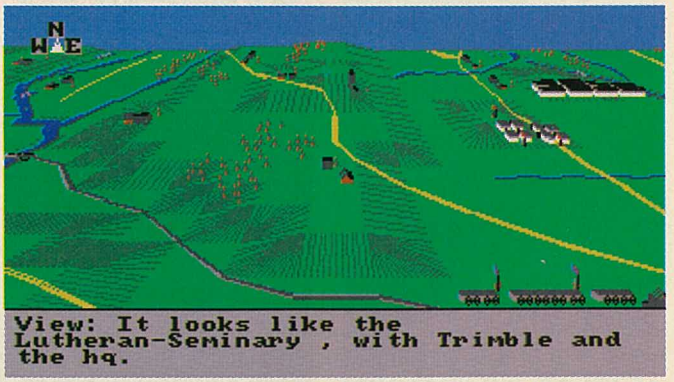
GRAPHICS 90
Gettysburg is crammed full to the brim with icons and a map that has been superbly recreated. Cannon fire has also been animated.

REALISM 87
The atmosphere has been set to just the right level and you can feel the tense situation during the game.

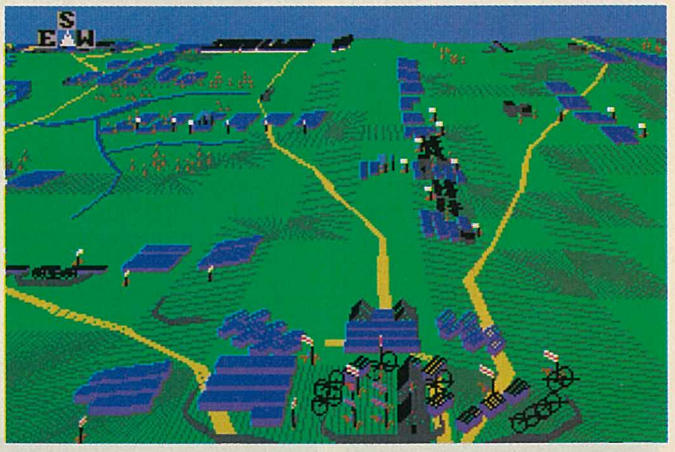
STRATEGY 85
There are many factors to consider when playing Gettysburg and plenty of strategic thinking will be required as the computer is tough.

You are now looking the city of Gettysburg, host to one of the, if not the bloodiest battles of the American Civil War. Gettysburg was the turning point of the War.

You can move the HQ of each army at the end of each phase. Here we see Lee's HQ at the Luthera Seminary. They were often moved as the battle changed direction.



The Union had some fairly heavy artillary which caused a fair amount of problems to the Confederates. This is a view of Union artillary on Cemetery Hill.

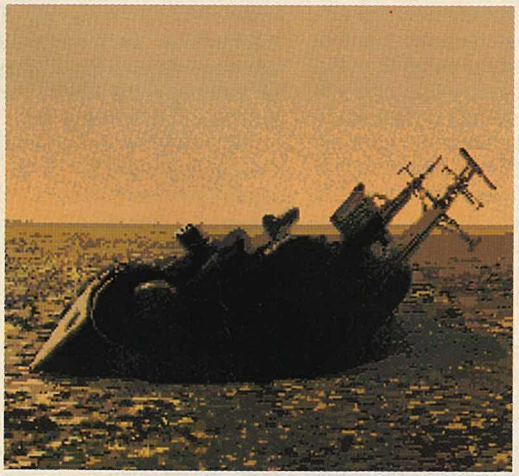


The map can be viewed from all angles so as to get the best vantage point. Union Infantry can be seen waiting for action on Culps Hill.

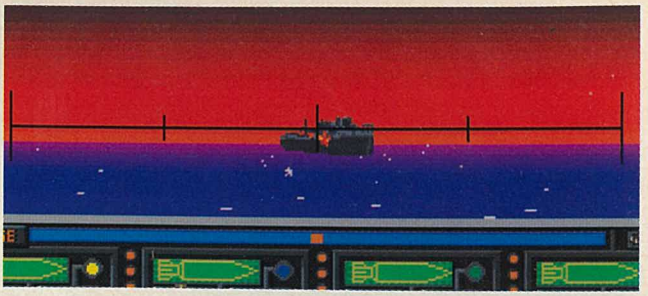
The map seems littered with houses and these did prove to be excellent hold-out positions later on in the battle and in the war. Bliss House is just one of the houses present on the map.

Oil rigs aren't what they used to be. In fact nowadays they're armed to the teeth. Get too close and you'll be in for one hell of a surprise.

(Below) Although the game isn't the most realistic simulation I've ever seen, if you go running into the midst of the action unprepared, this is what you can expect.



Using the darkness of night to shield you, you quietly approach an Arab ship. Be ready to start firing though because he could spot you at any second.



In the map room you can see where your enemies are in relation to yourself. The time scale can be changed from here, so that if you have to travel a long way you can shorten the time it takes.

There are plenty of ships to fight against but can you sink them all before they knock out your ship? As you are hit, more and more things stop working.

U.S.S. JOHN YOUNG

By the year 1997 the situation of the world has changed dramatically, and not for the better of the Europeans. After the decline of NATO, European power declined as well. In a move that surprised all the nations of the world, the Arab countries headed by Iran suddenly launched an attack on shipping, creating an economic blockade. They had built a world wide military navy, and used it to dominate the seas.

With living standards rapidly deteriorating in the countries that could not support themselves due to the lack of trading, a decision was made that something had to be done to end this evil reign. The heads of the various nations came together and devised a plan. The U.S.S. John Young, supposedly crewed by renegade navy personnel would be sent into the conflict areas, and would hopefully be able to move around without being attacked due to their so-called defection.

You are put in the control of John Young as it roams the violent seas of the world. Your objective: to seek and destroy the Arab forces whereever they may be. This is simulated in four different missions. However, it's not just other ships you will be attacking: oil rigs will be one of your main targets; destroying these helps weaken the enemy forces.

There are also four different map locations that you can choose to do battle in, ranging from the Persian Gulf to the Falkland Islands. Day and night time can also be chosen from, the advantage being that at night you can get closer to the enemy before they see you.

STEVE

I have to state now that U.S.S John Young is in no way a perfect simulation. The graphics aren't at all bad and there is a fair amount of sound but to say that this game is a simulation would be incorrect. There seems to be a sudden influx of ship games at the moment and none of them have been really inspiring. There are a fair amount of missions to select but this does not really enhance the games overall appeal. I can't really recommend this as it is just too boring.

DOUG

Yet again I am confronted with a game that is trying to be a decent simulation but has failed miserably. John Young has the usual selection of stations that you would find aboard a ship, but the gameplay is very dodgy, and plays more like a shoot'em-up than a simulation. Although there are several missions to choose from, they're quite similar. Frankly, I'm not impressed with U.S.S. John Young, and I don't think it will appeal to any simulation fan.

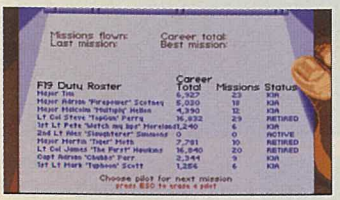
ZONE RATING

OVERALL 67

GRAPHICS 68
Quite good, and certainly adequate for this type of game. However, the night time effect isn't that good and looks more like sunset which isn't the desired effect.

SOUND 66
The chug of the engine and the blast of the guns is all that you really get in the game, but that's all you really need and therefore the sound is average.

ARNIES INSIDE TRADING: F19 STEALTH FIGHTER



THE STORY SO FAR...

Most flight simulations are renowned for their depth of gameplay and long term appeal. The realism within this latest simulation is emphasised by recent events where the USAF have sent out their Stealth Fighters to a secret Middle East location in order to pre-empt any possible Iraqi invasion.

Now I'm sure that there are many frustrated pilots who just can't get the hang of flying tough missions along the Libyan coast, so using our insider contacts we have compiled a set of handy hints and tips to help you succeed in your sorties! Man your fighter and good luck!

GENERAL FLYING TIPS

The main point to remember when flying is that the aircraft is slow and has limited power. There are no afterburners to get you out of trouble in a hurry. This means that you must watch the black stall indicator on the left hand side of the HUD next to the speed when flying slow and low. It is especially important in the turns as the stall speed increases when turning, due to the change in angle of attack of the wing.

If you are unfortunate enough to get entangled in a dogfight, make sure you use full thrust to keep your energy as high as possible, otherwise you will find yourself falling out of the sky when you attempt a high-g turn. Use the TAC screen, zoomed in once or twice using the Z key, on the left side CRT to keep track of the position of enemy aircraft relative to your F-19.

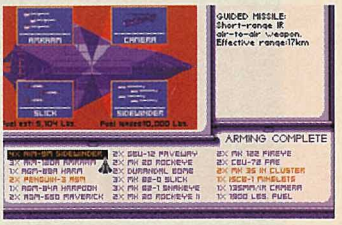
The key to in flying successful missions is to fly slow and low, thereby presenting the smallest radar return to the enemy. You should practice flying at a realistic level 100 feet *or less* and around 180 knots. To do this successfully, you must fly smoothly. Yanking and jerking the joystick around as though mixing cement will certainly not make you a hot F-19 'jockey'. I personally find it easier to fly on 'Control sensitivity 1' (press the Insert key to achieve this) and with flaps down to lessen the effects of turbulence.

Of course, the easiest way to avoid incoming missiles is not to attract them in the first place. If you find yourself being tracked, fly lower, slower, perhaps launch a decoy and change direction (if a pulse radar has picked you up, fly straight towards it). The best way to stop a radar tracking you is to destroy it. Of course, you will lose points for this in the Cold War scenario unless the radar is actually tracking you, so preemptive strikes against radar installations are out.

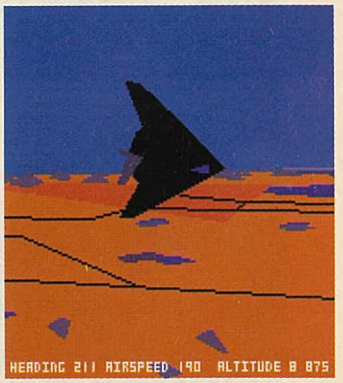
The weapons you select for a mission must reflect the types of target that you are expected to destroy. It is no good simply loading up with a fistful of Mavericks every time you jump in the cockpit as, effective as they are, there are still a few targets that will be immune to a strike by that missile. Another consideration to be taken into account is the height at which certain weapons must be released in order to be effective. There really is no point at all taking Fees or Slicks on a mission against Elite troops, as you will be spotted climbing up to a height suitable for dropping the bombs.

I personally prefer Rockeyes for most ground targets, as these retarded fall bombs can be dropped safely at heights of around 200' feet, providing you have enough speed to clear the impact zone. Also, by flying directly over the target, you can spot any other smaller target of opportunity in the vicinity that you could take out with your guns.

For air targets, use the Sidewinders or your guns. If an aircraft is coming straight towards you but is still out of range, you can usually get away with launching an Aim-9M slightly early due to the high closing speed. For aircraft less than 5km distant, go for guns. On the easier levels, gun aiming is not really difficult as a large leeway is built in to the hit zone. However, on Elite troops, you literally have to hammer the body of the aircraft with quite a few shells before it will disintegrate.

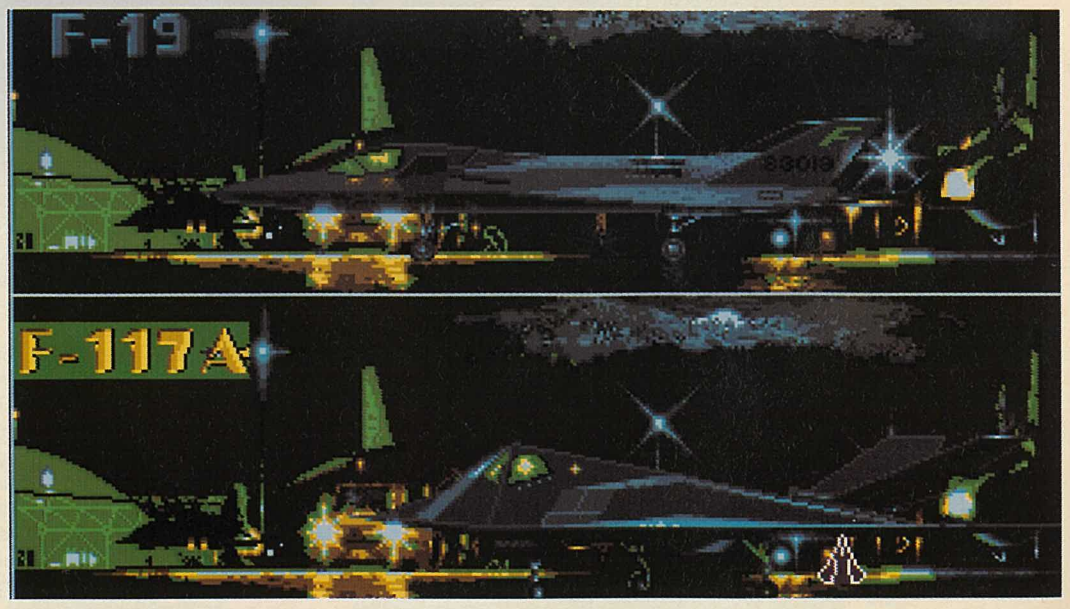


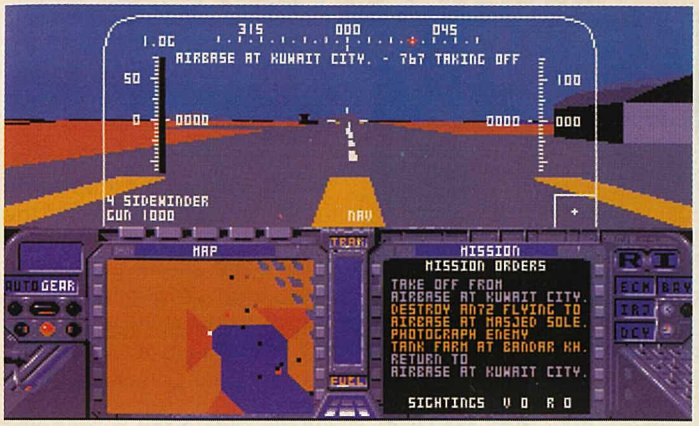
You'll be flying from bases in friendly Arab powers on the south side of the Gulf. Your mission objectives are in Iran, the world's foremost supporter of international terrorism.
PERSIAN GULF
Libya
Persian Gulf
North Cape
Central Europe
Risk:2



GETTING STARTED

As with most simulation games, there is little point in starting out on the game until you have read the manual, all 192 pages of it. It is always frustrating to get into a game as quickly as possible and then find yourself flicking frantically through the pages of the manual in order to learn how to deal with a particular threat. Believe me, the perseverance pays off. Pay particular attention to the data on enemy missiles and radars and the way that they operate, as this will form the basis of your 'stealth defence'. Also read up on the differing weapons available to you and their operating limits.





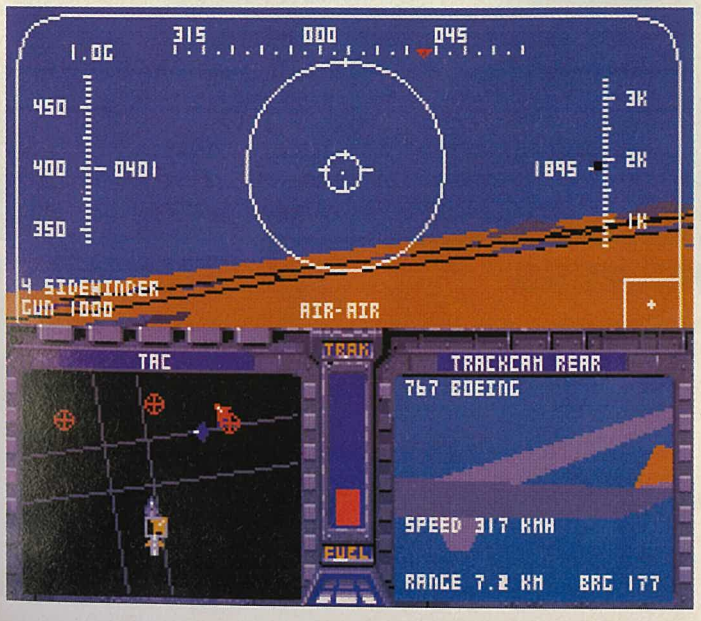
LANDINGS

Landings are often said to be the most difficult part of any flight simulation, so much so that I know of at least one person who, having completed his mission, would fly back to the relevant airbase and eject over the runway. Thankfully, F-19 is not so difficult. The main points to remember are as follows:

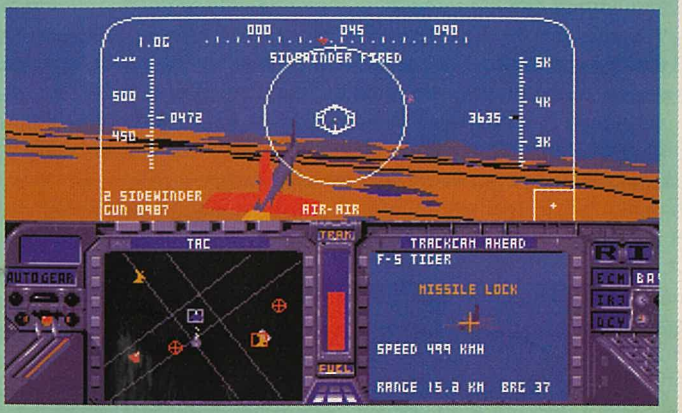
Get lined up with the runway about 15-20km away. Do this by switching to Air-to-ground mode (F2) and making sure the runway appears in the right hand CRT. This then gives you distance and bearing to runway. Fly towards a point roughly 15km (I'll call this the 'start of approach' spot) to the North or South of the runway (all runways are aligned 180/360°) and start to turn toward the runway as the bearing in the right hand CRT gets close to either of these figures. Say, for instance, that you are approaching a runway from the north-east. Head towards the start of approach spot and begin turning towards the runway as the BRG reading in the Track-Cam reads about 175. You will find yourself pointing straight at the runway, heading 180°, at a distance of 15km. All you have to worry about then is your height...

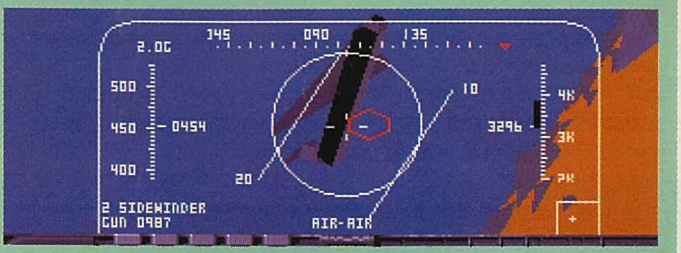
As for approach speed, make sure your flaps are down and aim to come in around 180/200 kts. Do not go any slower or you will find the aircraft very sluggish and difficult to control. I personally prefer to fly the final approach with my airbrakes extended. This means that I must have more thrust to compensate, but it does mean that once I have landed, all I have to do is press 'Shift -' to cut the engine, the airbrakes automatically changing to wheel brakes as I touchdown. This helps shave half a second off your touchdown actions, thus ensuring you stop the aircraft before you run out of tarmac at the other end of the runway. This is particularly important if you are landing at an airstrip, as these are roughly half the length of a normal runway.

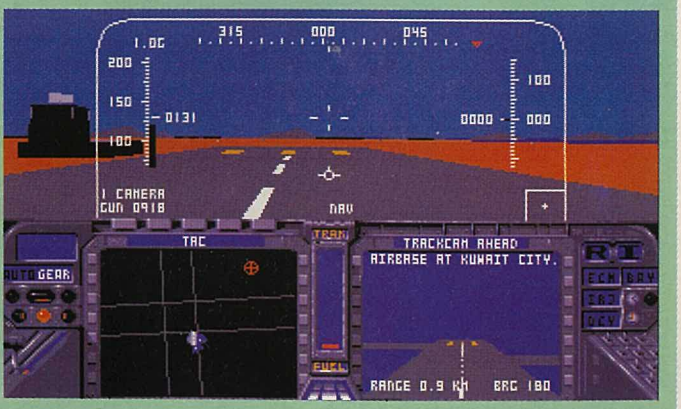
As with most flying, unless you are 100% certain of being able to complete a safe landing, take off the brakes, put on full power and lift off for another attempt. One mission that I undertook in Central Europe, I got back to Ramstein airbase so damaged that my flight controls were shot to hell. It took me three touchdown attempts before I felt that I could stop safely before the end of the runway. It was touch and go as there was precious little fuel left, but I knew that I could make it if I got the approach completely right.



THERE'S A BOGEY ON YOUR SIX







ARNIES INSIDE TRADING: FINAL BATTLE

Thanks go to Karl Buckingham and Richard Hewison for this solution. I must admit that I found this game quite hard and had quite a few problems with it. The solution is very easy to follow, but do make sure that the other characters that you find do what they`re meant to (described within the solution).

THE ESCAPE

Inside the cell operate the bench and then go up to get on it. Open the grill in the wall, and then go up to enter it; you are now inside the air vent. Go N (north), and open the grill that you come to and go in; you will now be in the next cell. This cell isn`t locked so you can leave without any problems. Go S (south) twice. Open the drawer and take the Rusty key. Operate the Rusty key to clean it. N twice, and enter. Use the key on the chains to free Jerub, and then go S twice, E, and operate the door.

Attack the humanoid with your hands, and then take his knife. Jerub should operate Crysella`s rope to free her. Steroff should operate on Pagan`s manacles to free him. Operate the railing with the rope to send Jerub down the well. Take the tinder box, the backpack and the necklace, then go back up, not forgetting to take the rope. Out and then up.

Attack the humanoids with the knife, then go out, down and W. Turn the wagon over, then head east twice. Inside the Guard House operate the rocks to reveal a trap door. Open it and go down. Light the torch in the dark tunnel and go S.

At the bottom of the stairs throw an object at the spider's web, and get the gold key. Get Crysella to examine the walls to find a niche full of arrows; head N, up, out and S.

Drop the bucket down the well. Ensure that Crysella has the gold key. Operate the niche with the gold key to open it and take the Yellow crystal. Go up twice, W, in, and up. Take the silver ring that`s on the table: attack the chest to remove the rust, then open it. Get the bottle of oil and the axe, then go out and down.

Inside the cell.
3%
IN
OUT
You open the grille.
You jump down and land on a pile of straw.
On the floor is a broken piece of bread and a broken piece of cheese.

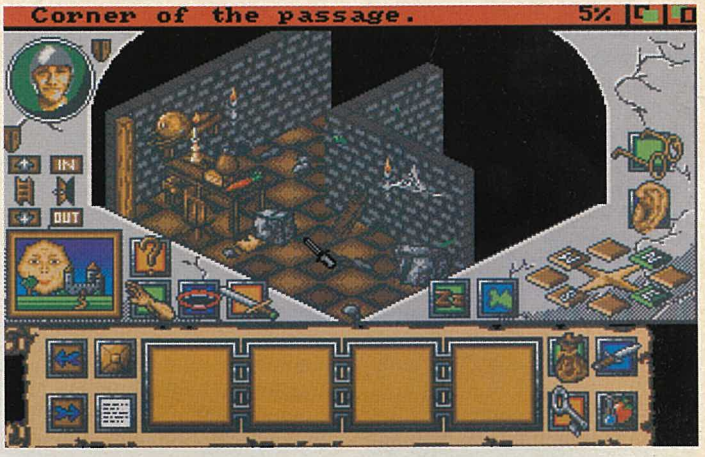
Inside the chamber.
6%
That's a shadow.
You close the door.
You open the door.
You walk into the room.
Lying near your feet is a torch.
You can also see two bodies.

COMPLETING YOUR TEAM

Attack the bandits on the forest path with the sword (to rescue Jack the lad). NE twice. Move the water trough outside the wooden shack to reveal a trap door and go down into it. In the cellar, take the Small key from the dead man and use it to unlock the drawer. Open the drawer and take the antidote inside, then go up, open the door and go in.

Get the Wooden key from off the top of the cupboard and use it to unlock the cupboard. Open it and take the food and the hammer (then use the goto feature on the map to get back to the broken bridge).

Attack tree with axe, SE twice. Give Jack a knife and send him up a tree. Throw the knife at the window to kill the wizard (NB: if you didn`t run to rescue Jack in the forest he might well miss or collapse from injuries at this point. For extra insurance, make sure he is wearing the robe from the animal pit where the snake was). Go in.



IN
OUT
You open the door to a horrifying sight. Slowly, you step forward and enter.
Watching you intently is a knife wielding humanoid.
Lying near your feet is a torch.

HEADING INTO THE WILDERNESS

Open the door and go out, head E, and go out the gates that were forced open by the wagon. Now go SW, up and N across the gap (but only if it`s day time). Enter the cave and operate the rocks to reveal a skeleton; take the vest. Out, S, down and E. At the foot of the tower go E (you will fall into an animal pit). Take the sword, and attack the snake with it. Take the cloak, go up and then SE.

Operate the ground in front of the tree and take the White crystal you find. W. Take the Gold ring from the hole by the dead hunter; wear Gold ring. E five times to the broken bridge. Wait until the bird arrives and then throw an object at it (if it`s day time). Take the diamond and attach the diamond to the ring.

From the bridge head W and N. Wait for a wild pig to appear. When he does, attack him with the sword. Run N and NE.

THE WIZARDS TOWER

Go down and open the door (get the rest of the party in the tree). Go up. Jerub should cast the Detect Spiritual matter spell. Open the chest (someone should be wearing the necklace) and take the claw that`s inside. Remove the Grey crystal from the claw. Take the Silver key from the dead wizard, unlock the drawer with it, and get the scroll from inside. (NB: there are two scrolls. Jerub should take one of them and read it. One is a spell the other will kill him).

Out twice, NW twice, W and NW (note the location of the cave as you must return here once you have found the other spell scroll). Go NE and E. Throw a heavy object at the cliff face, and take the fossil from the ground. From the foot of the cliffs go SW, S, NE, NE and N to the three way junction. Go NE to find the boat; operate it with the hammer to mend it. Get in the boat (one character).

NE, S, out, S and operate the mechanism with the bottle of oil. Operate the mechanism again. N, in, S and out. Wait for the Hermit to appear and wake up. Talk to the Hermit, then give him the fossil. Look in the tree hole, and take the pouch that`s inside; get the Green crystal from the pouch. Go in, take the staff from the bed and break it to find the spell scroll. Out, S and N (use the game map system to return to the cave entrance).

BOULDER BUSINESS

Attach the rope to the large boulder and pull on the rope to reveal a hole. Go down into the hole and light a torch with the tinder box. N to arrive at the edge of a pit. Jerub must cross the pit, and he must also have all eight spells available to him. If he`s not brave enough to cross then get him to cast the bravery spell until he is. N, N. Cast the Destroy Serpent spell on the serpent, which will reveal the stepping stones. N. Cast Detect Underworld spell (second spell). Look in the column of flame and take the Blue crystal.

Use map system to return to the cave, go out, and then use it again to get back to the wagon in the forest. NE, N, E twice and up the mechanism chain. Go up again (only when it`s night, and don`t carry a lit torch either!). Go E, unravel the vest and give it to Crysella. Get Cyrsella to shoot an arrow at the rope bridge, then head E (across the mended rope bridge).

Go inside the castle and get Jack to go up through the gap at the top of the door. S and pull the lever. In and pull another lever, then out twice. Get the Metal key from the dead humanoid. Use the map system to return the courtyard. N. Unlock the gates with the Metal key and open them. Get Crysella to shoot three times at the target, and then take the bottle of fruba. SE. Open the trap door and go down.

THE FINAL BATTLERS

With her long fair hair, Crysella is not really the fighting type. But shes a dab hand with a bow, and is a pretty good thief.

A strapping young chap. Pagan is the perfect warrior. He's brave, skillful, and not to bright. If you have any trouble, send him in.

He might be getting on a bit, but for what Jerub lacks in strength, he more than makes up for with his magical spells.

The hero of the party is this fine fellow. Portraying yourself he is pretty good at just about everything. A good all round character.

INTO THE SEWERS

Go S in the mucky sewers (if water is not high due to excess raining). Up, through the toilet. Open the drawer and take the the Iron key. N. Make Jack bend the iron key, then unlock the door with it. Talk to the man and then attack him (i.e. kill him). Get the Black key from his body, then go out. S twice, E, up, N and W. Take the Ivory key from the hook and unlock the door with it. Open the door and go S and W. Open the door and attack the humanoids inside with a weapon. Take the Shiney key from the dead humanoids. In.

Get Crysella to examine the walls. Up. Open the doors, and go N. Attack the humanoids with the sword, and take and wear the glove from the dead bodies. E. Use the glove to dispell the barrier, then continue E. Attack the door twice to break it down, then enter. Look in the bucket and take the magic staff. Move the painting. Unlock the chest with the Black key, and take the magical shield and the magical sword (don`t take the Black crystal). Go down (one character at a time).

THE FINAL JOURNEY

At the three way junction take the Platinum key from the dead body. Go W, S, W, N, up, N, E and N. Unlock the door with the Platinum key, then open it and go in. Operate the mechanism. Down. Get the food, and go out. W and operate the statue to open the doors. In. Attach all five crystals to the magic staff, and open the curtains. Go down into the secret tunnel.

Drop the magical shield to trigger the trap, then pick it back up again; E. Open the sarcophagus lid and throw a lit torch on the mummy. Get the glass ball from the coffin, and break it by dropping it. Get the Red crystal and attach it to the magical staff. Attack the giant sphere with the magical staff, then go in, to the depths of Hell. Attack Suzar with the magical sword three times, then run to the cave at the foot of the basket or bridge (using the map system to get there) before the castle collapses.

RANX

YOUR MOTHER WOULDN'T LIKE IT !

From Rome to New York, psycho-plague is taking its victims. The President of the United States, himself, is contaminated. You are Ranx, an android with muscles of steel, and only you can save the world. But, you are being tortured by something even worse. Your friend, Lubna, has disappeared and you want to find her at all costs.

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